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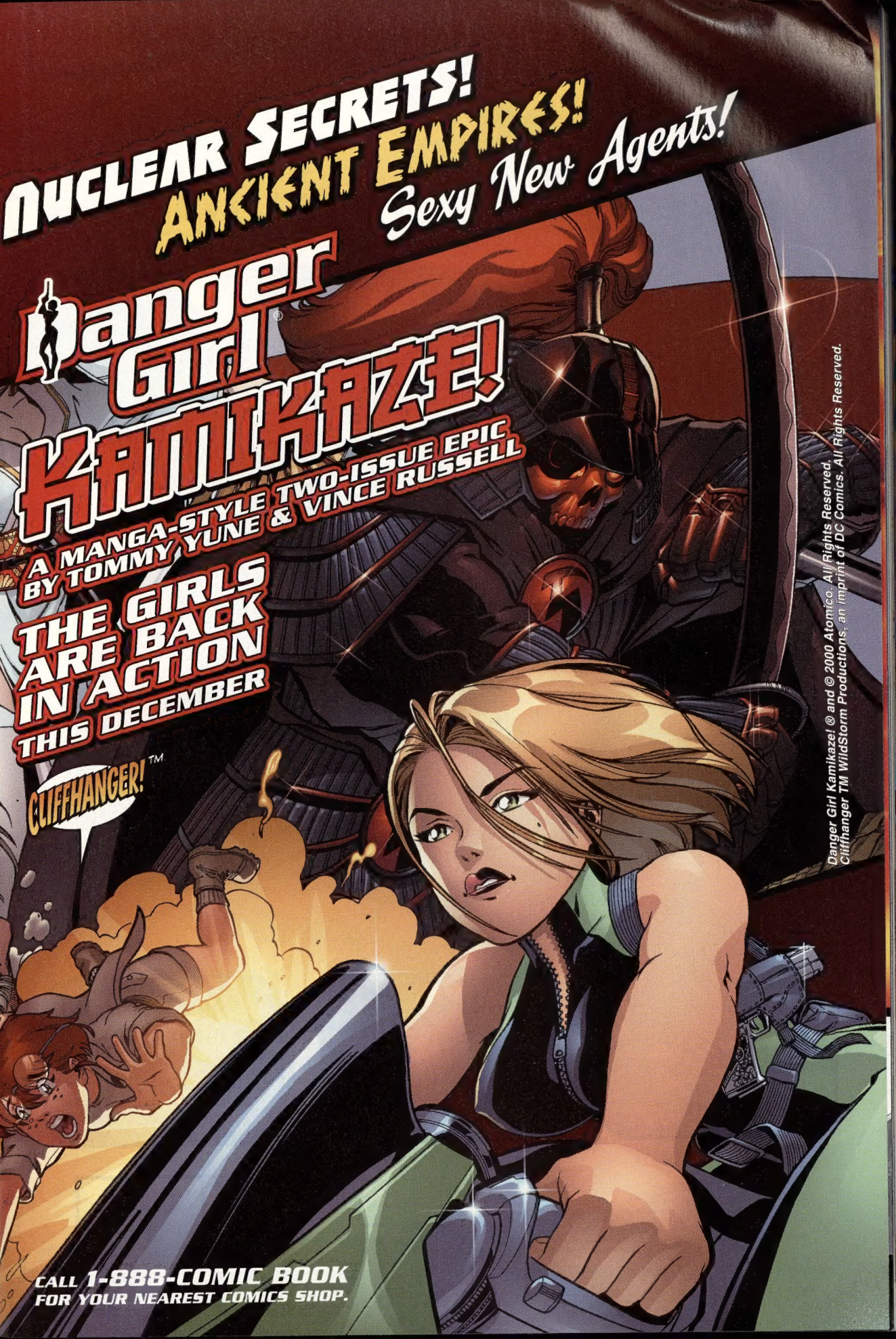
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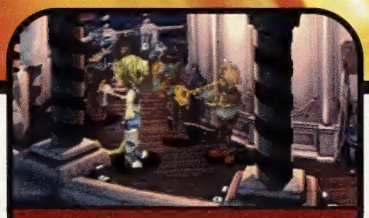

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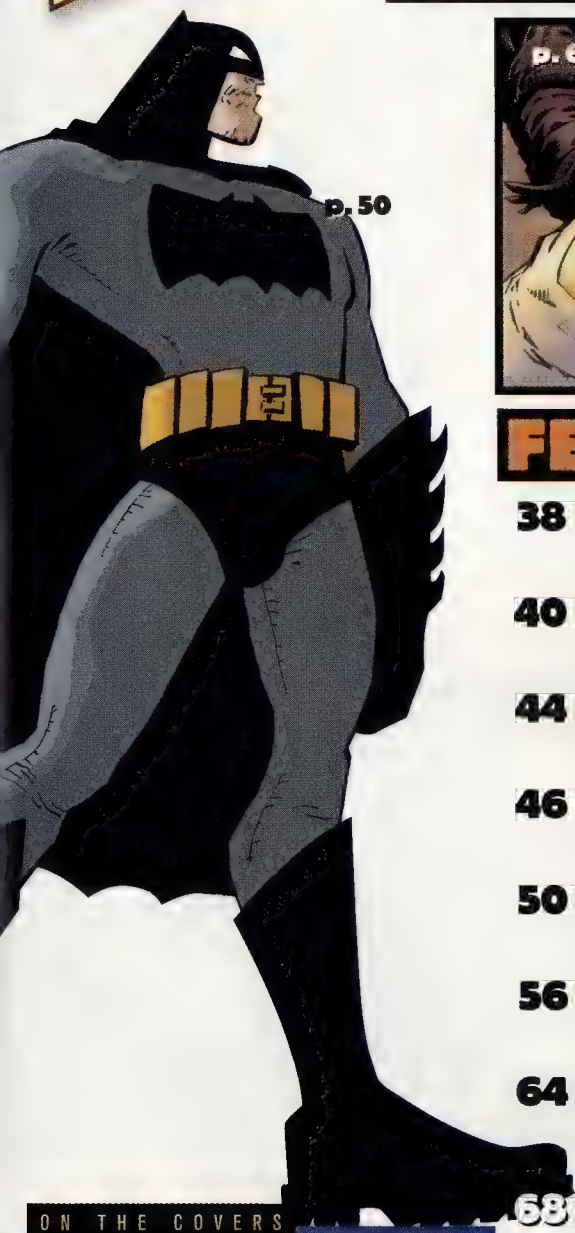

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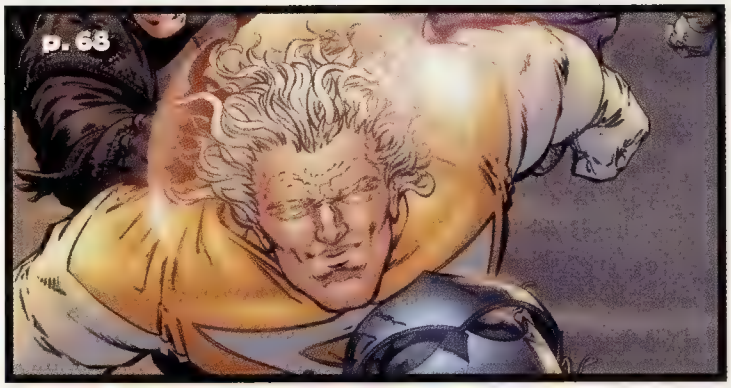

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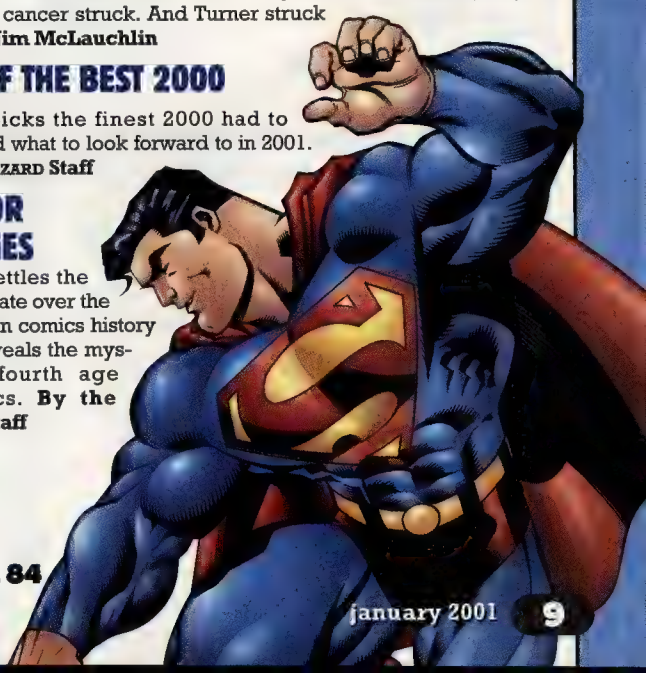
WIZARD settles the great debate over the best age in comics history ...and reveals the mysterious fourth age of comics. **By the WIZARD Staff**



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ON THE COVERS

Spider-Man (left) was penciled by our talented contest winner, Lamont Wilkerson, inked by Scott Hanna and colored by Liquid! Graphics. For a profile of Lamont, swing on over to **page 44** (and for an absurd look at our very own Spidey movie, check out **page 46**). The *Dark Knight*-esque **Batman** (center) was illustrated by Scott McDaniel and also colored by Liquid! For the scoop on the making of Frank Miller's Dark Knight sequel, flip to **page 50**. **Ultimate X-Men** (right) were drawn by series character designer Salvador Larroca and Mark Morales and colored by Richard Isanove. Check out this hot new series on **page 40**.

CONTEST!

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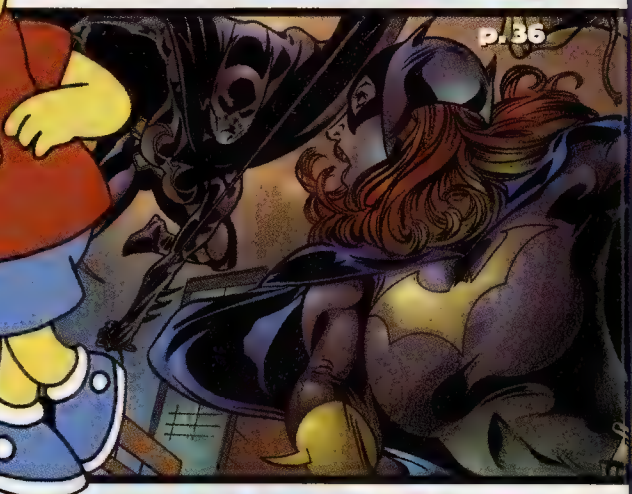
Get all the answers correct in this CrossGen Comics trivia quiz and you and a guest have a shot at winning a round trip to the Mega-Con Convention in Orlando, Florida this March 2-4, including airfare, hotel accommodations and 3-day passes! Turn to **page 78** for details!



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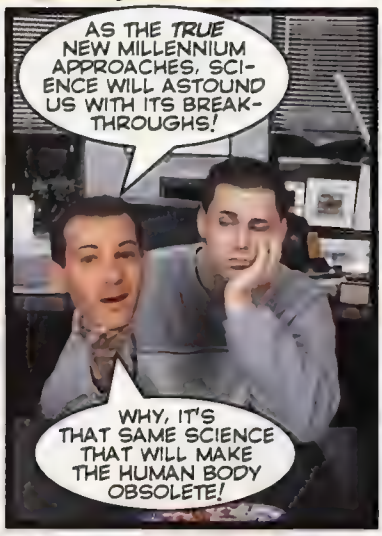

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MAGIC WORDS

TOO MUCH KEVIN SMITH... CALLING OUT TODD ... AND U.S. 1 VS. TRANSFORMERS!

Two months ago was the all-prison "Magic Words." This month, it's all comic writers and artists. I don't know what's worse.

But hey—you cats and kids seem to dig knowing what goes through the mind of Erik Larsen or Joe Quesada. Who am I to deny you?

We start, as ya might figger, with a complaint...

Bunny, Jim, Gareb, Whoever,

I'm an avid reader of your periodical, but I must air a beef I've had of late with WIZARD: There's far too much coverage of Kevin Smith.

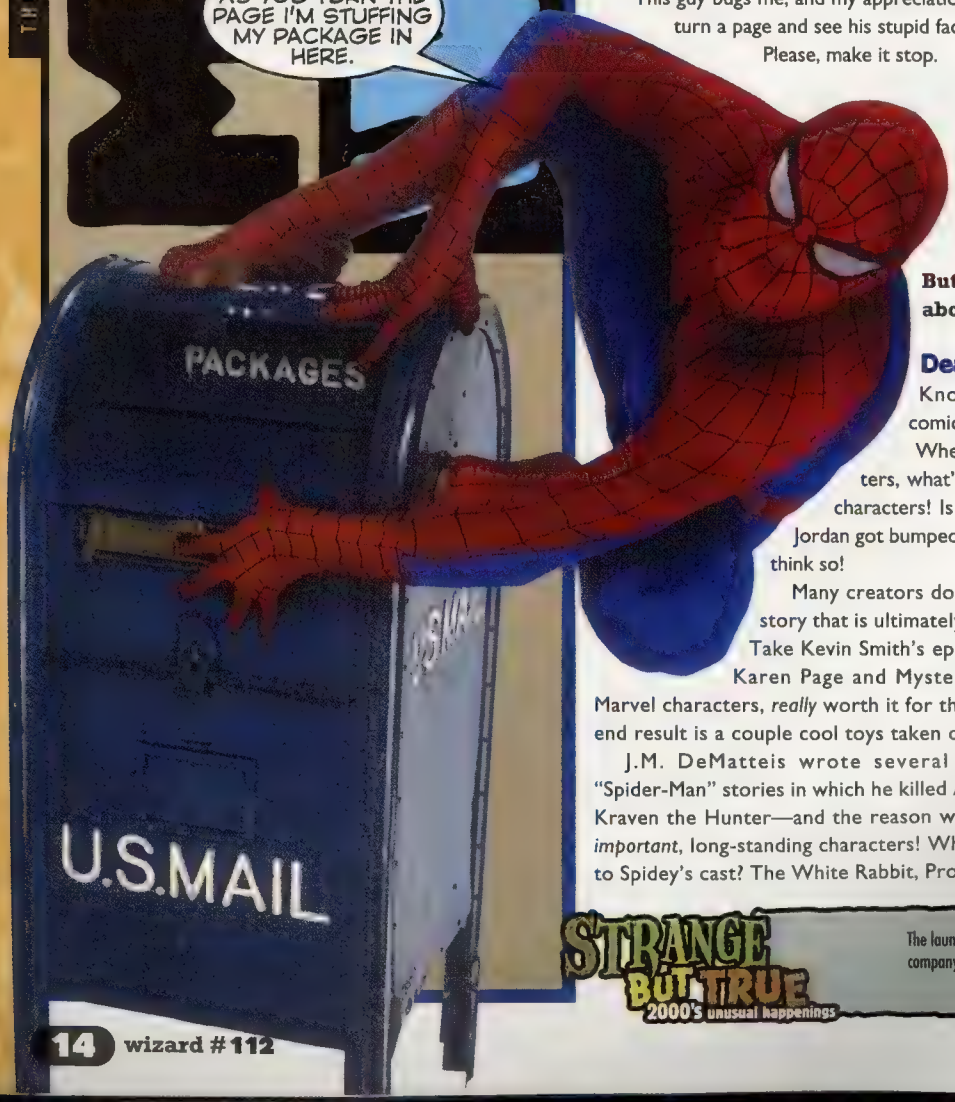
It seems that every time Kevin Smith pinches a loaf, it's in your pages. There's far too much ink (or "pub") on this clearly overrated "writer" of comics and poorly filmed movies. His *Daredevil* run was too wordy, and in it, he had the audacity to kill off two major characters (*****SPOILER ALERT*****), Karen Page and Mysterio (although, thank God, Mysterio was back the week after)! This, to me, is the sign of a weak writer. A strong writer doesn't need such shock-value authoring that truly speaks volumes about how little talent this hack has.

Also, too much is made about his *Green Arrow* relaunch, when it's already two years late. DC should fire him.

And I'm tired of hearing about his movies and comic store. Who cares? This guy bugs me, and my appreciation of WIZARD dips every time I turn a page and see his stupid face.

Please, make it stop.

Kevin Smith
Writer/Director, "Clerks," "Mallrats," "Chasing Amy," "Dogma"; Writer of *Green Arrow*



But isn't this letter just *more* about Kevin Smith?

Dear Jim,

Know what bugs me? Death in comics. It sucks.

When writers kill off great characters, what's the end result? Fewer great characters! Is DC really *better* because Hal Jordan got bumped off? Or Green Arrow? I don't think so!

Many creators do stuff for the sake of a single story that is ultimately detrimental in the long run. Take Kevin Smith's epic *Daredevil* yarn. Was killing Karen Page and Mysterio, two enduring, 30-year Marvel characters, *really* worth it for the sake of a single story? The end result is a couple cool toys taken out of the Marvel sandbox.

J.M. DeMatteis wrote several touching and emotional "Spider-Man" stories in which he killed Aunt May, Harry Osborn and Kraven the Hunter—and the reason we *cared* was that these were *important*, long-standing characters! What new creations did he add to Spidey's cast? The White Rabbit, Professor Power and Frog-Man!

SPIDER-MAN: PAUL SCHRADER

STRANGE BUT TRUE 2000's unusual happenings

The launch of Kurt Busiek and Mark Waid's new comics company, Gorilla Comics, featured a logo adorned with the motto: "Ook ook...say it with us."

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I say kill *them* off if you wanna write your touching and emotional stories, J.M.!

By killing important characters, other writers are forced to do without these characters or find some hokey way to revive them that just makes for lousy funnybooks. *Think* before you kill off a long-standing character you didn't create, folks.

Erik Larsen
Writer/Penciler/Inker, *Savage Dragon*

Spoken like a man who's killed off Rapture, Smasher, Debbie Harris...the list goes on. But hey—at least they were Larsen's characters to kill, as he's the *only* guy who writes *Savage Dragon*.

Dear Jim,

How come so many comics are still laboring under that Comics Code bullsh--?

Okay, I know it's keeping a couple of people in the middle of nowhere in some kind of job, but isn't it time we gave the middle finger to laws drawn up to restrict creativity?

Why should comic publishers willingly accept the kind of censorship which regular primetime TV cartoons don't even have to put up with? This code was designed half a century ago. Marvel and DC should let this bastard die.

Mark Millar
Writer, *Ultimate X-Men, The Authority*

Spoken like a man who had two characters sodomized (one with a jackhammer) in a three-issue span of *The Authority*.

But a good point is raised. Find me a business that's still operating under a self-censorship plan put into place in the mid-1950s and I'll show you a butt-stupid business.

Gentleman Jim,

I'm tired of people asking if comics, as an art form and as an industry, are dying. As an industry, we are evolving. As an art form, thriving.

There is an axiom that states that 90 percent of everything (TV, film, music, whatever) is crap, but the upper 10 percent is where real growth and innovation happens. Comics is especially conducive to that upper ten percent, because a sole creative voice can drive a project, rather than a committee, as is standard in film, TV, and music.

Publishers like Image Comics exist to provide a home for that kind of creator voice. And Marvel Knights has been able to attract specific creators known for their unique point-of-view and marry their individuality with legendary Marvel characters to parlay the synergy into immense success. What's more, today's market actually allows for an amazing diversity among the kinds of comics available—take Chris Ware's *Acme Novelty Library* or Frank Miller's *300*, for example. And who'd have thought there would be a day when my bald-headed, foul-mouthed little friend Brian Michael Bendis would be embraced by the mainstream while writing comics in five different genres?

David Mack
Writer/Artist, *Kabuki*

Yeah! Just what is that foul-mouthed bald bastard up to, anyway?

Dear Jim,

It really bothers me that U.S. 1 never fought the Transformers. What's up Marvel's ass? Could you *please* get them to get that dream project going? I run a Website devoted to this awesome conflict and my fellow message board devotees eagerly await our voices to be heard!

Brian Michael Bendis
Writer, *Ultimate Spider-Man, Powers, Hellspawn, Sam and Twitch, Daredevil*
Cleveland, Ohio

I think the strain of writing five books in different genres has finally caught up to Bendis.

Dear Friends,

Even though a recent WIZARD article regarding the health issues that prompted me to leave my monthly *Avengers* gig was accurate, many friends and fans got concerned about my well-being. Several phone calls from associates—and even my mother!—came in, usually after someone had relayed information that I was "seriously ill."

Please, let me clarify. I am a type-2 diabetic. I am not insulin dependent—at least, not yet. To avoid that stage, I had to begin and maintain a regimen of diet, exercise and oral medication to lower my blood sugar and high blood pressure. Drawing comics is not exactly an aerobic activity, and a monthly title just added to the stress which can elevate both readings. For all those concerned—and believe me, I'm touched and honored to know how many of you are—both my glucose levels and blood pressure have shown improvement.

Things look excellent for a long and healthy life and career. I'm even contemplating a return to a monthly series in a year or two. In the meantime, I'm still working on the now-quarterly *Crimson Plague*, the quarterly *CrossGen Chronicles*, and occasional other bits. In fact, I'm producing just as much work as I ever have.

Again, thanks for the concern and well-wishes. Just hold back on sending flowers.

George Pérez
Slimmer, trimmer comic artist

HEY! IT'S PEN PALS...

Send your name, address, age, sex, e-mail address and three favorite titles to Pen Pals, c/o the "Magic Words" address at the end of this column (put your age on the envelope). Pre-'98 entrants: Please resend your entries.

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Likes: *Midnight Nation*, Marvel Knights, *Darkness*

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1411 N. Eugene
Topeka, KS 66608
Likes: *Wonder Woman*, X-Men, Sailor Moon

RUSSELL ASH
Age: 14 Sex: Male
8113 53rd St. CTW
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Likes: *Spawn*, Sin City, X-titles

STRANGE BUT TRUE
2000's unusual happenings

The entire three-issue storyline in *Hitman* #44-#46 was created for the sole purpose to show as many people as possible falling in dinosaur feces, according to *Hitman* writer Garth Ennis.

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What happened to the golden boy who reveled in his badass-ness and made his fortune on the backs of fans, retailers and collectors only to disappear in our industry's greatest time of need? Does he no longer care? Or is he just afraid to come back?

Where is the Todd and his big yapping mouth? I'll tell you where: home, wrapped in his MTV Music Awards and "Spawn" movie posters, saying, "Please, Wanda, don't make me come back to comics! Everyone will see I really had no clothes!"

Back in the good ol' days, Todd *never* had trouble calling anyone to the mat. So if he can dish it out, I'm going to assume he can take it. I'm prepared to offer Todd McFarlane $1,000 to come back to the comic industry and draw! That's right: $1,000 cash, and...

I'll go head-to-head with you, pencil to pencil. You do an issue, I'll do an issue, and we'll let the fans, retailers and collectors you abandoned decide which book is better.

Come on, Toddler, whaddya say? Wait! Does anyone hear that? BUC-BUC-BUC-BUCKAW! Sounds like Big Mac's in the house!

Joe Quesada
Marvel Comics editor-in-chief

Hey, this could be more interesting than "Home Run Derby."

Dear Jim,
What's the best accessory for over-used, seen-it-a-million-times superpowers? Characterization.

How do you tell if a comic book is well-written and drawn? Cover up the words and see if you can still understand it.

Note to editors: If you wanna be a writer, quit your day job.

Note to readers, part one: If you don't like it, don't buy it.

Note to readers, part two: If you *do* like it, tell others.

Comics (and sex) part one: Don't be afraid to try something different.

Comics (and sex) part two: Always use protection with

Dear Jim:
The first weeks as Marvel's e-i-c have been pretty interesting. But through the never-ending waves of groupies and hangers-on pounding at my door, I still ponder one question: Whatever happened to Todd McFarlane?

KIM BOUDREAUX
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Likes: Superman, Batman

STRANGE BUT TRUE 2000's unusual happenings

Jeph Loeb admitted publicly that his love for the Fantastic Four was so great that he would write the book for $1. Newly named Marvel Editor-in-Chief Joe Quesada turned the gig over to Loeb and sent him a personal check...for a dollar.

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QUICK HITS

THE READERS STRIKE BACK!

"Okay, I'm interested that Stan Lee will be writing for DC in the *Just Imagine*...project. But why change Superman's costume? It's not necessary!"

—Alé Bithorn, Santruce, Puerto Rico

"While I appreciate the 'Spider-Man' movie info in WIZARD #110, I didn't appreciate the fact that they'll be changing Spidey's costume. Why can't Hollywood just leave alone what has worked for 40 years?"

—Tiegen Ferlaak, Gaylord, MI

"I really liked your 'All Prison Mail Magic Words' in WIZARD #110. But aren't you afraid of what these guys might do when they get out?"

—Karl Rageth, Burnsville, MN

"I saw WIZARD #110. Let's see: A Spider-Man cover and an X-Men cover. More, please! Just one more! We don't get enough of them on the cover!"

—Brian Holowitz, Overland Park, KS

"As a collector, I like the idea of CGC (Comics Guaranty Corporation). Standardized grading has been a long time coming."

—Stephen Sturdivant, Seattle, WA

"Two words keep running through my head: F--- CGC!"

—Ricky Cunningham, Kokomo, IN

"Thanks for *finally* recognizing the talent of Ed Brubaker ['Murder, Inc.,' WIZARD #110]! *Lowlife* and *Scene of the Crime* are two of the best comics I've ever read."

—Dan Sexton, Orland Park, IL

"It's about time they do justice to Batman with a 'Year One' movie ['Warner Bros. Confidential,' WIZARD #110]. Provided there's no Joel Schumacher, I'll buy a ticket."

—Ken Runyon, Columbus, OH

"So losers with too much time paint over *Playboy* pictures to make Witchblade for their Websites ["Dot Comics," WIZARD #110]. Who cares? Just more sexist crap from WIZARD..."

—Heather Charles, Ft. Lee, NJ

your valuables.

Characters I would hurt you to write: Sub-Mariner, Sgt. Fury and his Howling Commandos, Guy Gardner: Warrior (again), Hawkman, B'Wana Beast, Buck Wargo and the Monster Hunters (also again), Absorbing Man, Juggernaut, Rhino, Predator, Blackhawk and Spawn.

Repeat 100 times and then close this magazine: OBEY BEAU...OBEY BEAU...OBEY BEAU...

Stay outta trouble and stay outta my way.

Beau Smith
Writer, Parts Unknown, Wonder Woman Vs. Xena

Ladies and gentlemen, there is only one Beau Smith. Accept no substitutes.

Dear WIZARD,

Once, I was a promising up-'n'-comer. Writing for big publishers. My photo in WIZARD. Dubbed a 21st century "superstar" in the making...

So what happened?

Still here, still writing. Once it was the X-Men, now it's Superman. Looks like I'm here to stay. Guess I'm qualified to speak out.

Comics have made it into the new millennium. But there are still wars to win. I still feel apathy permeating the industry like creeping death. So many people, pro and reader alike, fat and happy to maintain the status quo, are wearing blinders as we slide into cultural anonymity. What's wrong with this picture?

Dinosaurs beware. All of you clinging to your old ways? Your days are numbered. The new generation has arrived and we're here to change things. You've had your shot, but now you're sinking the ship. If you can't save this industry, then stand aside and let the rest of us do it. We can do it. We *will* do it.

When I was a kid, I had access to great, inspirational comics. Today's readers deserve the same. That's the challenge. Is the new generation up for it? Hell, yes.

Still "excitable," I remain...

Joe Casey
Writer, Wildcats, Adventures of Superman

This letter will self-destruct in 15 years when a new generation comes in.

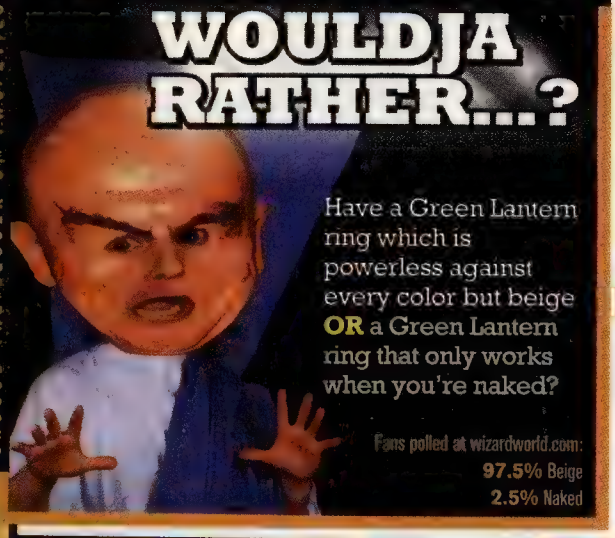
WIZARD Readers,

You, reading this. Yeah, you, by the comics rack. Listen to me. Listen carefully. Because the lesson doesn't come around often, and you have to be attentive when it does.

Put down this issue and go into a restaurant, to a park, someplace where there are kids around. Watch the kids. They run, spontaneously; they color and draw and make up little stories, spontaneously; they sing, spontaneously. But

THE WATCHER ASKS: WOULDJA RATHER...?

CHOOSE THE LESSER OF TWO EVILS



Watcher: Paul Schlandt; Lava Graff: Tim Antimator

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JOHN NGUYEN
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Likes: Alex Ross, Top Cow, *Elseworlds*

ZEDICUS ZOVANDER
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Likes: X-Files, *Spawn, Battle Chasers*

ALBERT ROBINSON
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Detroit, MI 48219
Likes: *Spawn*, Spider-Man, *Uncanny X-Men*

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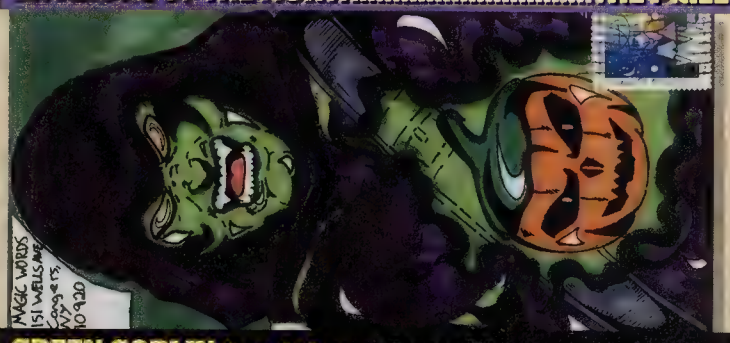
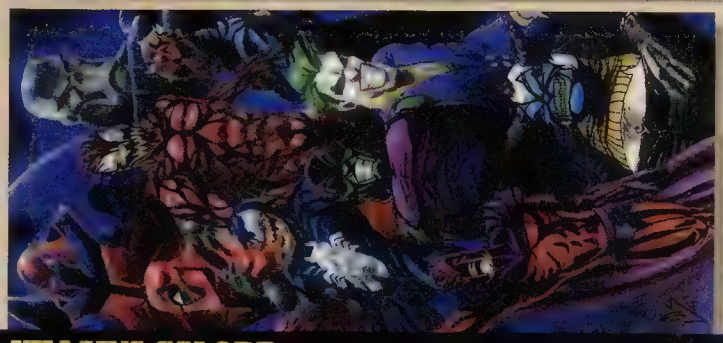
LETTER ART

The mega-talented creator of this month's best envelope will win an *Authority: Relentless* trade paperback, courtesy of DC Comics and DC Direct. Those guys are so cool for donating their products, we owe 'em bigger than the U.S. owes the Authority for not making it their private toilet! Artists: Please include a clearly printed return address and a list of characters depicted on the back of the envelope.

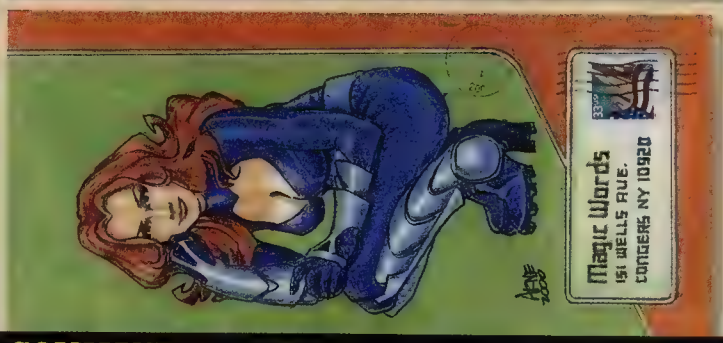
ENVELOPE OF THE MONTH.....THE PRIZE



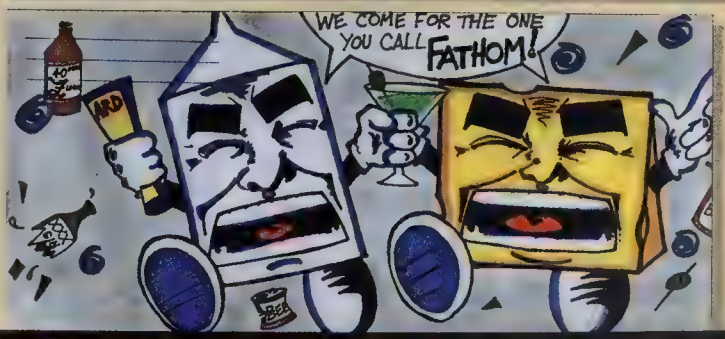
GREEN GOBLIN Drew DeBarros, Bronx, NY



VILLAINS GALORE Adam Gorham, Mississausa, Ontario



COMMANDER HAZARD Arne Rattermanis, San Diego, CA



NAUGHTY MILK & CHEESE Jen Farrell, Bozeman, MT

these are all the things we become self-conscious about as we grow older. At some point, we stop drawing and coloring and making up stories because people will judge us or laugh at us. We unlearn the things that give us joy.

You've probably got people around you who don't understand why you keep wasting your time and money with comics. These are the same people whose voices we hear when we stop singing, and drawing, and telling stories. And here is the lesson: They're wrong. They're always wrong.

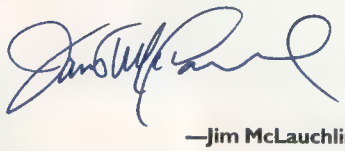
Follow your passion, whatever it is. Sing. Draw. Tell stories. Because the thing of it is, the remarkable, astonishing, nearly unbelievable but utterly, undeniably true thing about it is...if you follow your joy, and step out on the frontier of your passion, sooner or later, if you do it right, you can actually make a living at it.

It may sound dopey, but it's the truest thing I know. The faces and names between the covers of this magazine stand as profound testimony to that truth.

Go thou and do likewise.

J. Michael Straczynski
Writer, *Rising Stars*, *Midnight Nation*; occasional singer

Good advice. Think I'll find a karaoke bar and belt out "The Wreck of the Ol' 97." Until next month, I remain...



—Jim McLauchlin

What's the difference between ignorance and apathy? Well, if you don't know, Jim McLauchlin doesn't care.

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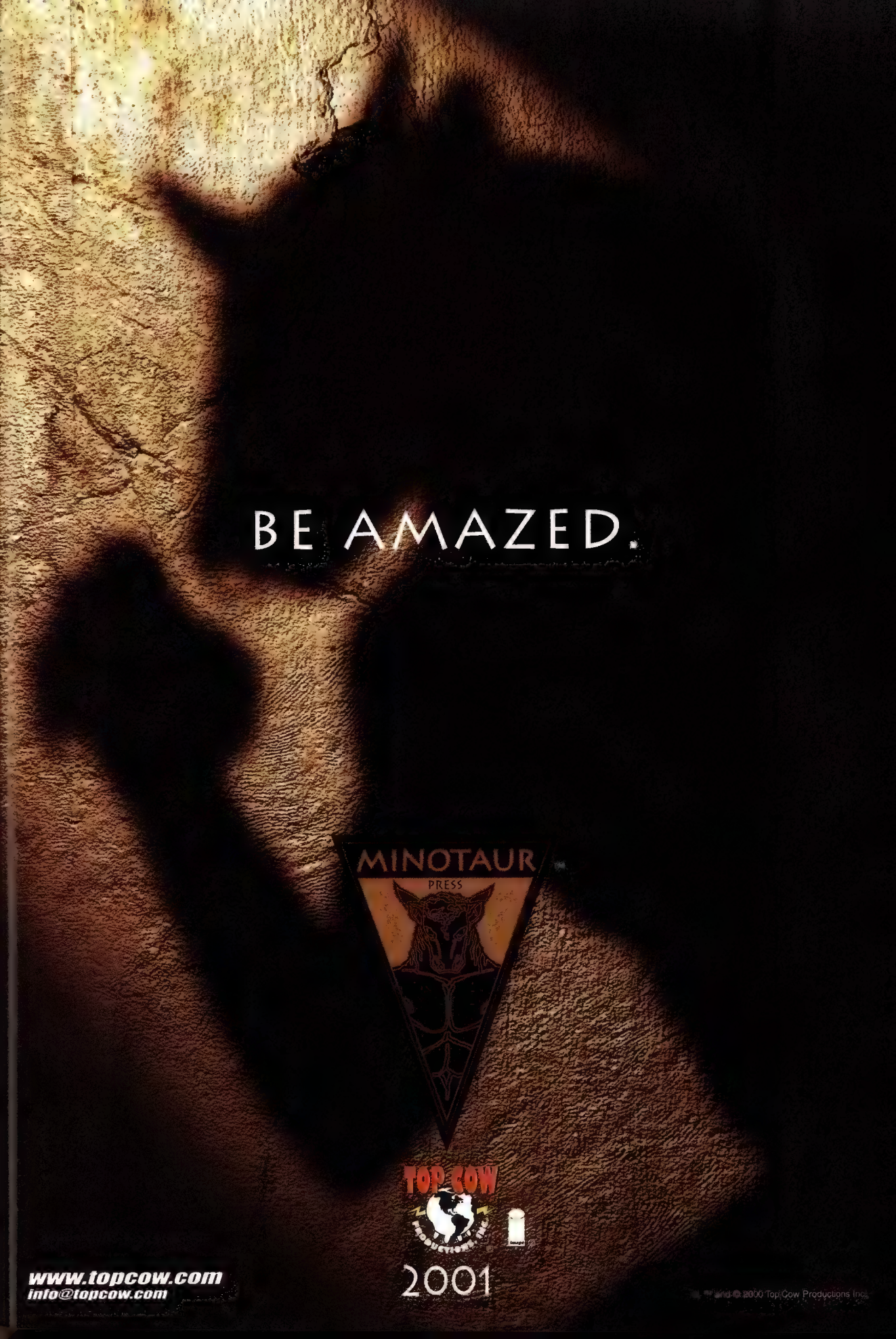
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WARREN'S WORLD

Ellis creates own line of comics with four books slated for 2001

He's created *über*-successful properties for WildStorm with *Planetary* and *The Authority*. He's taken Marvel's ancillary X-books to new heights. He's written one of the most critically-acclaimed series in comics history, Vertigo's *Transmetropolitan*.

Now Warren Ellis, named by *Rolling Stone* magazine as its Hot Writer, has some great new great ideas.

But he's keeping them all to himself.

Debuting in April 2001, Ellis' creator-controlled "Pop Comics" line—published through Image Central—represents the writer's attempt to open the world of graphic storytelling to a broader audience, to make non-traditional comic buyers walk into their local hobby shops.

And it's meant to keep them coming back.

"These books for Image are intended to be smart and relatively grown up," Ellis said, "but also to spark and crackle with the manic pop thrill that got us all reading comics in the first place."

So what kind of thrills does he have in store? Keep reading...

THAT'S A KEEPER Here's a fish story nobody's gonna believe!

MINISTRY OF SPACE

Pop Comics officially debuts in April, 2001, with *Ministry of Space*, a three-issue series illustrated by Chris Weston (*Invisibles*, *The Authority*) and colored by Laura Depuy (*JLA*).

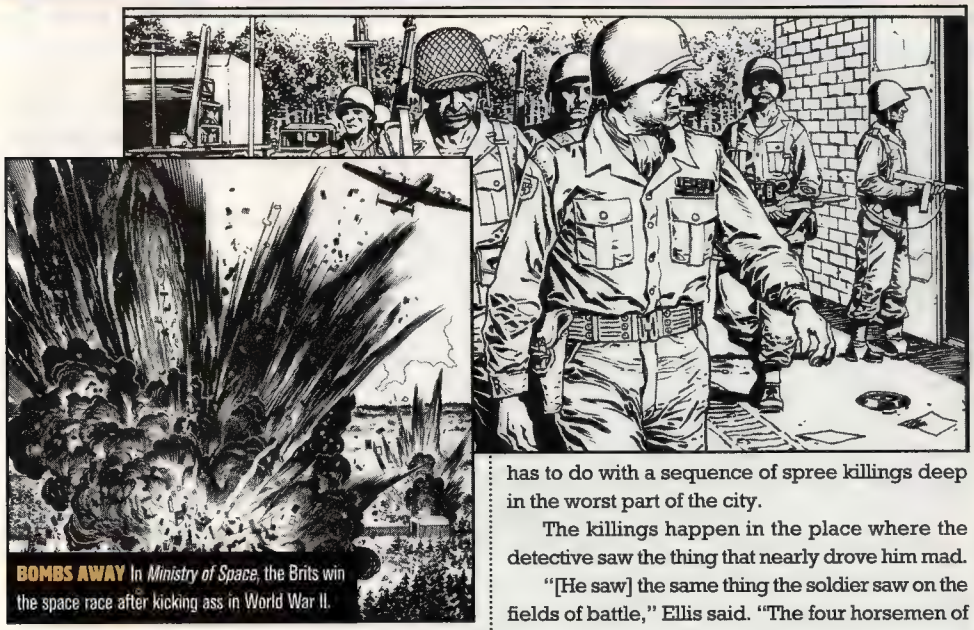
A tale of an alternative history, *Ministry of Space* opens at the end of World War II. The U.S. Army rolls on toward Peenemunde, Germany on a mission to pick up a team of Nazi rocket scientists, as well as their cache of equipment.

In actuality, the U.S. left Germany with the scientists in tow, and the Russians used the technology left behind to reverse-engineer their own space program.

In *Ministry*, the American soldiers arrive at Peenemunde too late—the scientists are gone and the base has been bombed into oblivion by Britain's Royal Air Force. As a result, the Brits win the space race, Ellis said.

STRANGE BUT TRUE 2000's unusual happenings

Artist Masumune Shirow (*Ghost in the Shell, Akira, Tank Police*) has a degree as a Mechanical Engineer. It's the reason all his machines are so detailed and would work in the real world.



BOMBS AWAY In *Ministry of Space*, the Brits win the space race after kicking ass in World War II.

"The first man in space reached orbit in 1949," the writer said. "And he was an ex-Spitfire pilot from Britain who wore his bloody bomber jacket and yelled 'Chocks away!'"

Utilizing Weston's "relentlessly modern, sexy finish," Ellis describes *Ministry* as a weird kind of science fiction that disguises its hard edge with beautiful images.

"But that edge is there," the writer vows, "in the horror of the British space program's mistakes, in the impending threat (in 2001) both of America finally getting a man into space, and of America discovering how Britain got its black-budget money to fund The Ministry of Space."

BLACK HORSES

The second helping of "Pop" hits toward the end of the summer of 2001 in the form of *Black Horses*, a three-issue series penciled by *Earth X* artist John Paul Leon. In it, Ellis blends the elements of crime drama with the supernatural.

"I'm doing straight crime fiction elsewhere in 2001," Ellis said. "Here, I wanted to do something a little different."

And *Black Horses* definitely qualifies.

The series follows an American soldier in Kosovo and an inner city detective in the United States. The soldier sees (or at least thinks he sees) something he shouldn't, according to Ellis.

"It's something that snaps his mind so badly that a month later he's on trial for doing something indescribable to an eight-year-old Kosovar child," the writer explained.

Back in the U.S., the detective's trying to work his way back onto the police force after a nervous breakdown, a breakdown suffered after he saw something he refuses to talk about, something that has to do with a sequence of spree killings deep in the worst part of the city.

The killings happen in the place where the detective saw the thing that nearly drove him mad.

"[He saw] the same thing the soldier saw on the fields of battle," Ellis said. "The four horsemen of the Apocalypse."

MORNING DRAGONS

Morning Dragons, an original graphic novel illustrated by Steve Lieber (*Whiteout*), squares off two of history's most unlikely opponents—the Vikings and the Samurai.

The story's set in 1180, a time when Christianity's sweeping eastward across Europe, and the samurai culture begins to rise from humble beginnings in Japan.

A Viking lord still loyal to Thor and the Norse pantheon flees the spread of Christianity and runs as far east as he possibly can, winding up on the shores of Japan.

"A troubled young samurai...looks out over the misty shoreline of his home early one morning and sees dragons in the tide—two Viking longships," Ellis said. "What follows will be war—Vikings versus Samurai."

A black-and-white paperback, *Morning Dragons* will be about 100 pages in length, similar in format to Judd Winick's *Pedro & Me*. It's tentatively scheduled for release in fall 2001.

By placing the first three Pop Comics offerings in the genres of science fiction, crime/mystery and historical fiction, Ellis said he's trying to "establish the ground rules."

"Comics can and have done all of these things, but usually as an exception to the Spandex mainstream," he said. "I'm doing everything but superheroes here to show that this could and should be the norm...I really want to ram that message home.

"Come into comics stores," Ellis urged. "We've got any kind of story you want to read."

■ CHRISTOPHER LAWRENCE

Dr. Doom guest-referees comic shop deathmatch. "No foreign objects–and that includes mini-busts!" says tough-but-fair official.

Bic ball-point pen explodes in teenager's pocket. "How can there be this much ink in there?" asks wet writer.

Not as young as she once was, Jean Grey makes the world a better place by not slapping the kids and occasionally cooking a decent meal. "You want egg salad or potato salad?" asks unnatural redhead.

WARREN ELLIS: PICTURE: TAMMY GUY

WHO SHOT THE SHERIFF?

Commish Jim Gordon takes a bullet in 'Officer Down' storyline

GOTHAM GONER? Commissioner Gordon's filled with more lead than a No. 2 pencil.

"Officer down!"

It's the call no one wants to get, especially in Gotham City.

And when the cop in question happens to be Gotham City Police Commissioner Jim Gordon—who gets critically wounded in January's seven-part "Officer Down" event—the readers of the Batman books are gonna want whoever's responsible to pay dearly.

That's a fact *Detective Comics* scribe Greg Rucka knows all too well. Especially since he and the other Bat-writers ultimately prove to be the *real* culprits in this shooting.

"There will be people who love it and people who hate it," said Rucka. "It's a radical change, and people react in a radical way. There will be fans that want all the writers executed, some who only want three of us executed. People are already forming protest groups to say that we can't kill Gordon. But my response to them is, 'Think it through, people!' We're professionals. We have consideration for Gordon and 70 years of Batman history."

Having said that, Rucka pointed out that "Officer Down" affects the status quo in the Bat-universe for a long time to come, much like "No Man's Land" and *Killing Joke* have done in the past. But why have this particular event revolve around Gordon, who recently lost his wife Sarah at the end of "NML"?

"It gets annoying to do stuff to Batman all the time," Rucka said. "But Gordon's like the Job of Gotham. And this may sound tacky, but I believe in the dramatic rules of three. His daughter (Barbara) gets paralyzed and his wife gets murdered. He needs this last event to sort of journey through."

The journey of "Officer Down" began at former Batman group editor Denny O'Neil's Nyack, New York home last spring, when the writers and editors sat down for a mini-summit. This tale, Rucka notes, is something of a goodbye to O'Neil, who steps down in January to make way for new group editor Bob Schreck.

One thing that's remained secret however is exactly what happens to Gordon. Is he killed? Is he paralyzed? Is he commissioner at the end of this story? Rucka did drop one hint about future Gordon appearances, however.

"Let's put it this way: I've already finished my *Detective* scripts for March and April, and Gordon's not in either issue," Rucka noted teasingly. "But this story is not about who shot Jim, it's that Jim's been shot and how people react to it."

The seven-part story kicks off in *Batman* #587, *Robin* #86, *Birds of Prey* #37, *Catwoman* #90, *Nightwing* #53, *Detective Comics* #754 and concludes in *Batman: Gotham Knights* #13. ■ **ANDY SERWIN**

BATMANBITS

KNIGHT LIGHT

The Jim Gordon shooting isn't the only huge Bat news on the horizon. Some other Bat-related projects coming in the near future:

- Batman returns to the JLA in December's *JLA* #50 but he's not exactly welcomed with opened arms, as the team's still split over kicking him out (remember the 3-3 vote?) Written by Mark Waid and illustrated by Bryan Hitch and Paul Neary, *JLA* #50 features a host of guest pencilers doing different chapters on specific characters. They include Phil Jimenez drawing Wonder Woman, Mark Pajarillo and Walden Wong (The Flash), Doug Mahnke and Drew Geraci (Green Lantern, Aquaman) and Ty Templeton and Kevin Nolan (Plastic Man, Martian Manhunter). Plus a brand new menace invades the Watchtower.
- Writer Judd Winick (*Green Lantern*) and artist Cliff Chiang (*Swamp Thing Secret Files*) take over the back-up feature in *Detective Comics* (possibly in January's #754) when the "The Jacobian" feature winds up. Entitled "On Ice," this featurette tells a six-part caper story. "It's non-spandex, which is why it's in *Detective*," said Winick. "It's a fun, comedic story. The best pitch I can give you is that it's like a Coen Brothers film." The Coens are best known for their work on the films "Fargo" and "Raising Arizona."
- Ultra-hot writer Warren Ellis will try his hand at scripting DC's Dark Knight in December or January of 2001. Ellis is working on a 48-page Prestige Planetary/Batman crossover book for WildStorm/DC. Titled *Planetary/Batman: Night on Earth*, the story–which'll be drawn by *Planetary* artist John Cassaday–puts the WildStorm Universe's greatest investigators on the trail of the DCU's most mysterious hero. ■ **AS**

STRANGE BUT TRUE 2000's unusual happenings

Marvel Boy writer Grant Morrison wanted to carve a giant "F**k you" into a cityscape. Marvel squashed the idea but the image subtly made its way into the background of a panel of *Marvel Boy #2*.

THE MAN OF STEEL'S UNDER CONSTRUCTION

Superman's origin receives a tweaking in upcoming storyline

The Man of Steel needs a little polishing—and Jeph Loeb's ready to scrub.

Loeb, the writer behind the revitalized *Superman* title at DC, is rebooting John Byrne's 1986 Superman reboot *The Man of Steel* and tinkering with the Last Son of Krypton's earliest past and how the Metropolis Marvel came to Earth.

ROCKET POWER Betcha didn't know Supes could shoot rockets out of his shoulders.

Ever since Byrne's revamp of Superman's origin, fans and Superman have believed Krypton, Superman's home world, was cold, scientific and an unloving place to live. But what if Superman was misled—what if his planet was anything but unloving and cold? Superman Senior Editor Eddie Berganza's staying mum on the particulars of Superman's revamped origin beginning in January's *Superman* #166, but he did say to expect some big changes.

"There's a big shake-up in *Superman* that leads to bigger things next month in all the books," Berganza said. "And what's that you ask? Well, its got something to do with Kal-El not getting the true story about his origins. It'll be a treat for new and old fans as we reveal the origin of Superman again for the first time."

Rumor has it the new Superman origin will only really be a minor tweak in current continuity, but still have long-lasting effects on who Superman thinks he is. *Superman* writer Jeph Loeb plans on this story—which will stretch through February—being one fans will talk about for years to come.

"This will be the most talked about and argued about Superman story in the last 10…no, make that 14 years," Loeb said. "The way we see it is that this is a natural progression of understanding of where Superman came from. This takes a little of what is, mixes it with what was and the result is what will be. I think that's what we do best."

Loeb won't say exactly what will be changed in Superman's origin but said with all the changes and updates made by the team of writers on *Superman*, *Action Comics*, *The Adventures of Superman* and *The Man of Steel* over the last year, year two should be just as much fun.

"People really responded well to the return of Bizarro," Loeb said. "But he came back in a way no one had ever seen. He's become a major villain in a short amount of time. This new story is a perfect place for people who aren't reading *Superman* to jump on. This will change the way Superman looks at himself."

After redefining Jimmy Olsen and Perry White at the *Daily Planet*, reaffirming Clark Kent's marriage to Lois Lane and making Lex Luthor a perfect nemesis again, Loeb said the next step in the Super team's work on *Superman* is to reevaluate Superman's place in his world.

"It's time to examine Superman and who he is and why he is," Loeb said. "This will have tremendous repercussions in *Action* #775. It deals with Superman still being relevant. *The Punisher* and the *Authority* are all popular. How does Superman still exist? It's hard to be Superman now. We're going to prove that." ■ **MIKE COTTON**

MORRISON BECOMES MARVEL ZOMBIE

Writer follows 'Marvel Boy' with 'X-Men,' 'Fantastic Four' gigs

Might as well call Grant Morrison Marvel Boy.

The fan-favorite scribe, who returned to work at the House of Ideas earlier this year, has turned into a Marvel maniac.

Not only is Morrison taking over the writing duties on the company's No. 1 title, *X-Men*, he's got a number of projects in the works for Marvel Knights.

His first project is *Fantastic Four: 1, 2, 3, 4*, a four-issue limited series with *Sentry* artist Jae Lee that'll introduce readers to Morrison's "darker...stranger" take on the first family of comics.

Each issue of the mini-series, which hits in early 2001, tells a portion of the overall story from the perspective of one member of the Fantastic Four. It kicks off with a look at events through the eyes of the Thing, then moving on to the Invisible Woman and the Human Torch before wrapping up with Mister Fantastic.

Morrison revealed the out-of-continuity series will incorporate some of the FF's most memorable opponents, folks like the Mole Man and the Sub-Mariner.

And what about Doom? Will the armor-encased monarch of Latveria make an appearance?

"Of course," Morrison said. "How could I pass up the opportunity to write the greatest comic book villain ever created?"

Also on the ticket for the new year is *Surfer: Year Zero*, a Silver Surfer one-shot the writer hopes to produce with his *JLA: Earth Two* collaborator, Frank Quitely.

"He's quite different from Stan Lee's chrome hippy of the '60s," he said, revealing that the one-shot will give readers a look at what the Surfer and Galactus were doing before they encountered the FF. ■ a

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LOBDELL TO POLISH BISHOP

Scott Lobdell, who helmed the adventures of Marvel's Merry Mutants for several years during the mid-1990s, returns to the X-canon this fall, taking over the writing reins on *Gambit* and *Bishop*.

Bishop: The Last X-Man #16, which shipped in November, will be the last issue of the monthly series. *Bishop* artist Georges Jeanty then joins Lobdell on *Gambit*, taking over as the title's regular creative team starting with December's issue #25.

Later in December, *Gambit and Bishop Alpha*—written by Lobdell—takes the place of *Bishop* on the Marvel publishing schedule. That book serves as a prelude to *Gambit and Bishop*, a six-issue mini-series scheduled to run bi-weekly from January through March.

Once the mini-series wraps up, *Gambit* resumes its regular schedule (issue #26 is scheduled for April). *Bishop*, spins off into a new solo title, *XSE: Bishop* (for Xavier's Secret Enforcer), written by Lobdell. ■ a

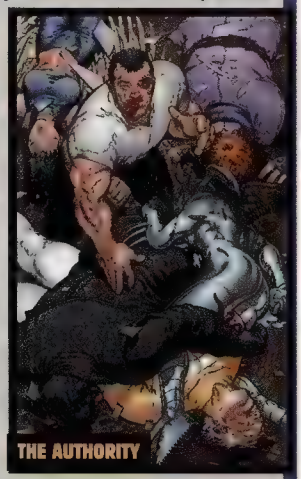
THEBUZZBIN

THE INSIDE SCOOP ON THE COMIC INDUSTRY

BOW SMITH! Kevin Smith is locked and loaded for 12 issues on DC's *Green Arrow*. That's a fact. And the acclaimed filmmaker has hinted he might do a few more in order to persuade DC to turn the 12-issue maxi-series into an ongoing. According to rumors at DC Comics, Smith's new *Green Arrow* relaunch will move Ollie Queen from an Olympic level archer to a superpowered one.

JUDD X! The rumor mill over at the House of Ideas reports that Judd Winick, *Green Lantern* scribe and author/artist of *Pedro and Me*, has been offered a gig writing one of Marvel's mutant-based titles.

RESPECT MY AUTHORITY! The toughest job in comics? It might be editing *The Authority*. Due to the over-the-top violent and sexual hijinks writer Mark Millar loves to toss in, WildStorm Productions is constantly wrangling with parent company DC over what is and isn't appropriate for the book.



THE AUTHORITY

SWAMP FEVER! The CrossGen Comics train rolls on. Expect to see at least three more major creators move to the Florida-based publisher in the next few months. Rumor has it, one of the people on the move is affiliated with a top 10-selling book.

COW CROSSING! The much-rumored Marvel/Top Cow crossover for 2001? It's being held up by contract issues. Word is the project will eventually be a go, but not anytime soon.

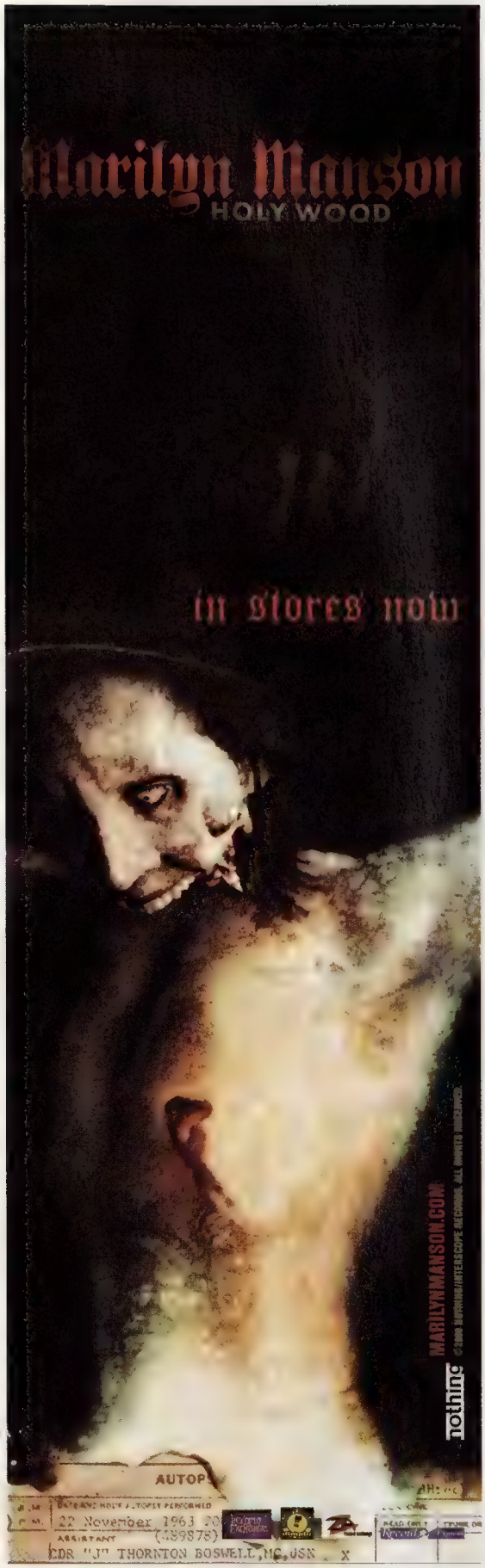
DAWN OF BATMAN! Now that's he's scratched his *Killraven* itch at Marvel, Dawn creator Joseph Michael Linsner is looking to do a Batman project for DC.

DARKNESS GROWS! Top Cow is looking to shake up *The Darkness*. The Cow has approached horror maestros such as Garth Ennis, Jamie Delano and Mark Millar to write short storyarcs for 2001.

THE DARKNESS

TARDY TYPISTS! Think it's always the artist's fault when a book ships late? Not always, says one comics insider. In fact, a few high profile books are running late right now because there just aren't any scripts.

DREAMS OF MARVEL *Sandman* writer Neil Gaiman once swore he'd never work for Marvel Comics again but during his Last Angel Tour stop in New York Gaiman met with new Marvel Knights editor Stuart Moore. Rumor has it that Gaiman, who once expressed an interest in writing a Thor story, is now interested in a totally new project. Stay tuned.



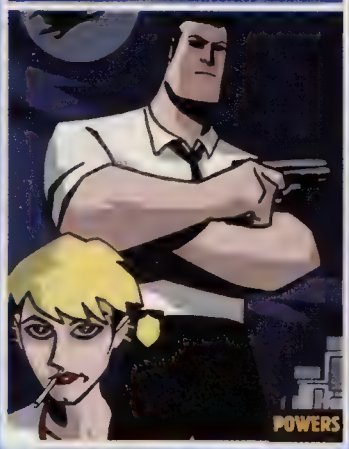
GREEN ACRES Kevin Smith's Green Arrow revamp at DC is on target for a February debut. And Smith will scratch his fanboy itch with guest appearances by Black Canary, Arsenal, Connor Hawke, Batman, Superman, Flash, Aquaman, Wonder Woman, the Kyle Rayner Green Lantern and the Demon–all in the first six issues!

SIGIL SWITCHES CrossGen Comics is getting some new faces and losing some old ones. Sigil lead Jay Lai was released by CrossGen, and his brother, Sigil penciler Dan Lai, subsequently resigned. This major staff change, the first at the Tampa-based comic company, came due to creative differences over the direction of the book, according to CrossGen Comics representatives.

The Lai brothers will be replaced on an interim basis by penciler Kevin Sharpe (Generation A) and inker Randy Elliott (Automaze), then on a permanent basis by artist Scott Eaton (Creature Commandos), who'll begin work on issue #11.

In addition, penciler Josh Middleton and inker Clemente Wong will be stepping down from their duties on Meridian with issue #11. They'll be replaced by the new team of penciler Greg Land (Nightwing) and inker Drew Geraci (JLA).

'POWERS' PACKED Missed an issue of the white-hot Powers series by Brian Michael Bendis and Michael Avon Oeming? Don't worry, Image Comics will ship a trade paperback in January collecting the entire "Roll Call" storyline. The trade will be 240 pages in length, with almost 100 pages of bonus material that didn't show up in the original issues, including artwork, early sketches and unused covers.



DEFENDERS DAY Marvel will release "Day of the Defenders" in January, a companion volume to the upcoming Defenders #1 by Kurt Busiek and Erik Larsen. The reprint "magazine" will include the first gathering of the three original Defenders (from Marvel Fanfare #1), a meeting between Namor the Sub-Mariner and Doctor Strange (from Sub-Mariner

CONTINUED ON PAGE 32

TOP COW UNVEILS ALTERNATIVE LINE

There's a new animal in the Top Cow pasture.

It's "Minotaur"—a new line under the Top Cow Comics banner, expanding the publisher into the area of 'alternative' comics.

"For a long time, Top Cow has been known for mainstream, high-end, fantasy and adventure books," said Top Cow President David Wohl. "This is a chance for us to do some alternative stuff, experiment with black-and-white, and do experimental storylines."

The line kicks off with *Obergeist*, a six-issue mini-series launching in April. The *JLA: Liberty Files* team of Tony Harris and Dan Jolley co-plot the series, with Jolley scripting and Harris providing pencils.

In *Obergeist*, Jurger Steinholtz, a Nazi research scientist in WW II, attempts to isolate what gives people telepathy. Something happens when he makes contact with a true telepath, and Steinholtz experiences the horrors of Nazism for himself. "Through contact with some celestial beings, he is given the chance to redeem himself," said Jolley.

Harris and Jolley have more "Minotaur" plans, and the Cow intends on expanding the brand with *Kittysmack*, a beyond-bizarre anthology put together by longtime Cow staffer Nathan Cabrerra.

"Minotaur is our line for creators you thought would *never* work for Top Cow," said Top Cow Editor-in-Chief Hawkins concluded. "And even when they do, they may not realize it." ■ JIM McLAUCHLIN

THUMBINGOFF

THE GOOD, THE BAD AND THE UGLY

THUMBS UP

ONI'S 'THE COFFIN' Penciler Phil Hester's career will certainly take off thanks to his *Green Arrow* relaunch with Kevin Smith come February, but check out his solid writing stint on the four-issue mini-series, *The Coffin*. The creepy premise: people's souls trapped inside flexible metal armor after their bodies die. Yikes! We wanna be cremated now!

'JLA: THE SECRET SOCIETY OF SUPER-HEROES' Howard Chaykin specializes in superhero futures gone bad. This clandestine group works in secret protecting humanity, but when the sleazy Green Lantern, Flash and Plastic Man alternates begin cashing in for their efforts, a war breaks out that leaves Metropolis in ruins. And check out the final fate of the Atom. One word: SPLAT!

THUMBS DOWN

'GREEN LANTERN' Judd Winick's *Pedro & Me* was a great read, but we're unsure about the new direction he's taking with Kyle Rayner since issue #129. Kyle Rayner used to be the superhero readers imagined they could become; he was easy to identify with because he was young, laid back–pretty much an everyman. Kyle's new characterization–making him socially conscious all of a sudden–is a bit jarring, considering his flighty past. Not to mention his apparant joy whilst "hurting" the Manhunters. This just doesn't feel like the same character we grew to love when he first became GL.

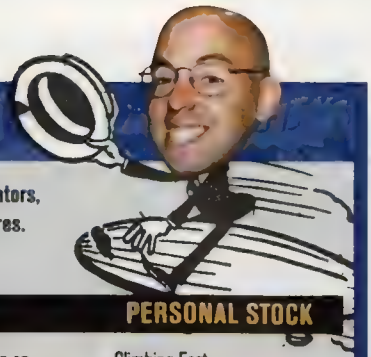
CADRE K During Marvel's recent "Maximum Security" crossover, Prof. X assembled a group of Skrull mutants called Cadre K to protect and save other Skrull mutants from being killed. Some of the Skrull code-names: Spunje for one who can absorb other powers and Nuro for the psychic member. What's next? A really ticked off, mean Skrull named Ang'r? Uh–the cheese is so thick, we're gettin' bound up!

STRANGE BUT TRUE 2000's unusual happenings

Alex Ross paid his Superman model, Frank Kasy, $2,500 to have his head shaved in order to serve as Captain America for a three-minute, live-action and computer-animated short film on the *Earth X* CD-ROM.

TAKINGSTOCK

A MARKET FULL OF BULL



Tech stocks aren't the only things experiencing a roller coaster-like year. For many comic creators, 2000 has been an up and down year, highlighted by sizzling successes and disappointing failures. WIZARD decided to take stock of some of the biggest names this year and see how they fared.

CREATOR	THE SCOOP	PERSONAL STOCK
Brian Michael Bendis (pictured)	TMP's wonder boy parlayed stints on *Sam & Twitch* and *Hellspawn* and a gig on Image's white-hot *Powers* into a dream job making over Spidey on *Ultimate Spider-Man*	Climbing Fast
Joe Quesada	A successful stint as editor of the Marvel Knights line helped build MK into Marvel's strongest area. It also earned Quesada a promotion to Marvel Editor-in-Chief.	From Knight to King
Chris Claremont	Marvel's editonal director and writer of two X-titles when the year started, Claremont now finds himself a freelancer working on a yet-to-be-created X-title.	X-Men to ex-employee
Paul Jenkins	Jenkins rejuvenated the dormant Spider-Man franchise with *Peter Parker: Spider-Man*, elevating his stature into the comics stratosphere and earning successful stints on *Witchblade*, *Hulk* and *The Sentry*.	Rollin' in the green
Grant Morrison	Feeling everyone from DC to the makers of "The Matrix" had betrayed him, Morrison bolted *JLA* and vowed to never return to comics. But return he did, with *Marvel Boy* and upcoming *X-Men* and *Fantastic Four* projects.	Annoyed but employed
Kurt Busiek	Busiek keeps on keepin' on *The Avengers* but he'll have to do so without ultra-talented artist George Pérez who's leaving. And what the heck happened to Busiek's Gorilla Comics' projects and *Astro City*?	On the endangered list
Bob Harras	The Marvel Editor-in-Chief got canned and no longer works in comics.	Can be construed as an up or down, depending on who you talk to.

MO' MORRISON [illegible]

'BOOKS' TURNS THE PAGE [illegible]

NAMES OF MAGIC

GENERATION GAP [illegible]

SILENCING THE FANS [illegible]

AVERY'S STAR RISES

Looks like the *Rising Stars* writer has a rising star of his own.

Fiona Avery, a writer who's worked with *Rising Stars* scribe J. Michael Straczynski on his TV series "Babylon 5" and "Crusade," is entering the comic field on her own. Avery's debut four-issue miniseries, *No Honor*, will see release from Top Cow Productions in February. Clayton Crain (*KISS: The Psycho Circus*) provides pencils for the series.

"It's like a buddy comic," Avery said. "There's a chance for serious drama on any page, but also a chance for comedy of errors."

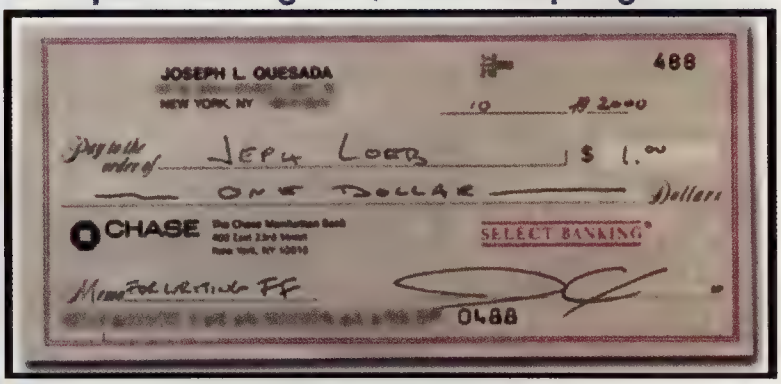
The action starts with a man named Random, a world-class jewel thief. "He's a man who has—literally—no honor," Avery said. "He's a liar, a cheat, a smart-ass, and ultimately, a lot of fun to write." Random steals an ancient samurai sword, but accidentally cuts himself on the blade. When he does, the spirit of Tannen, a most honorable samurai, inhabits his body. "Because Tannen is a ghost, there's a supernatural side to the story," Avery said.

And despite the possibility of shared-body antics, most of the story takes a serious tone. "There are important honor issues, trust issues, between the characters," Avery noted. "Tannen wants to know why Random is a thief. Random wants to know how Tannen died." ■ JM

NO HONOR

BANG FOR YOUR BUCK

Overpaid Loeb gets $1 for scripting 'FF'



Looks like a promise made is a promise kept at Marvel Comics.

Newly-anointed Marvel Editor-in-Chief Joe Quesada has sent new *Fantastic Four* scripter Jeph Loeb a check for $1 as payment for scripting the book. Loeb was elated.

"I'm buying all the outstanding shares of Marvel stock, making sure Joe Quesada keeps his job," Loeb said. Loeb had previously stated in WIZARD that he wanted to write *Fantastic Four* so badly, he'd do it for $1. But at that price, "I get to write and direct the movie, too," Loeb said.

In related news, the "Fantastic Four" movie remains in development at Fox. Marvel stock closed at 3 3/16. ■ JM

STRANGE BUT TRUE 2000's unusual happenings

Harris Comics allegedly altered Vampirella to *Vampi by Kevin Lau* because original Vampirella owner Jim Warren is suing Harris for the rights to the character.

BENDIS BOLTS TMP

Writer ends stints on 'Sam & Twitch,' 'Hellspawn'

Brian Michael Bendis broke into mainstream monthly comics with Spawn's buddies, Sam and Twitch.

As of February, Todd McFarlane's two detectives will have to learn to live without him.

Bendis announced he'll leave his writing duties on *Sam & Twitch* with February's issue #19, and that he'll end his run on the horror comic *Hellspawn* following issue #7. Both series are produced by Todd McFarlane Productions, and both had been written by Bendis since their respective first issues.

"I had a great time at TMP. It was a fun couple of years and it certainly helped to open up many other doors for me," Bendis said. "I genuinely feel the work I did on the TMP books was up there with some of my best."

No reason was given for Bendis' resignation, but the writer said his departure from the creative stable at Todd McFarlane Productions will not affect his work at TMP's sister company, Image Central.

"My relationship with Image remains as strong and positive as it ever has," he said. "*Powers*, along with my assorted collected works and future projects, will continue unabated."

BENDIS OVER BACKWARDS Well, not on these TMP titles, anyway.

Bendis workload will still be steady with writing stints on *Ultimate Spider-Man*, *Marvel Ultimate: Spider-Man and...* and *Powers*. Steve Niles, who already writes *Spawn: The Dark Ages* for TMP, has been tapped to succeed Bendis on both *Sam & Twitch* and *Hellspawn*.

Artists Alex Maleev (*Sam & Twitch*) and Ashley Wood (*Hellspawn*) are expected to remain on their current titles.

"I really hate to see Brian not on *Hellspawn* and *Sam & Twitch*," TMP's Beau Smith said. "He is really responsible for bringing Sam and Twitch from supporting characters to headliners on their own book. Brian was one of the easiest creators I have ever worked with." ■ CL

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DEVIL MAY CARE

The end of 'Preacher' signals a new beginning for 'Hellblazer'–as the No. 1 Vertigo book

The symptoms? Nausea, dizziness, loss of equilibrium and fear. The diagnosis? Vertigo. The cure? A monthly dose of *Hellblazer*.

After almost 13 years of playing second fiddle to the likes of *Swamp Thing*, *Sandman* and *Preacher*, *Hellblazer*—Vertigo's longest-running ongoing series—just became the DC imprint's cornerstone book. And what a dirty little gem to build a home around.

Hellblazer enjoyed limited mainstream success in the past under British writers such as Garth Ennis and Warren Ellis, but American Brian Azzarello's dark voice and twisted images pulled the book from the underworld into the real world—and steadily up the sales charts, coming close to the top 100 list.

From prison riots to backwoods sadists, Azzarello's included some of the bloodiest and most horrifying stories on the comic racks every month. And that's just what Vertigo needs from its most treasured title. Especially if *Hellblazer* wants to finally be the spotlight of what's been 15 years of unparalleled success by the "mature reader" publisher, instead of the "well-respected No. 2 book," it seemed destined to always be.

And although Azzarello would love for his creator-owned *100 Bullets* to step into the void left by *Preacher*, even he knows *Hellblazer*'s time to shine has come.

"*Hellblazer* and John [Constantine] are cool for the same reason anything's cool," Azzarello says from his Chicago home. "He's cool because he doesn't care. He just *is*.

"Is John a good guy or a bad guy?" questions Azzarello. "He's neither. He's walks the lines and sometimes he does bad things for good reasons. He's more honest a character than a guy in tights."

Through his first two storyarcs, Azzarello's placed the sometimes mage in federal prison, where he incited and ended a riot and terrorized inmates with mind games and black magic. Then, in the backwoods of West Virginia, Constantine saved at least one life and possibly took another in a "snuff" film, which left the man who'd claimed to have participated in a sex act with the Pope asking himself: "What have I done?" So what else will Vertigo's favorite Englishman do?

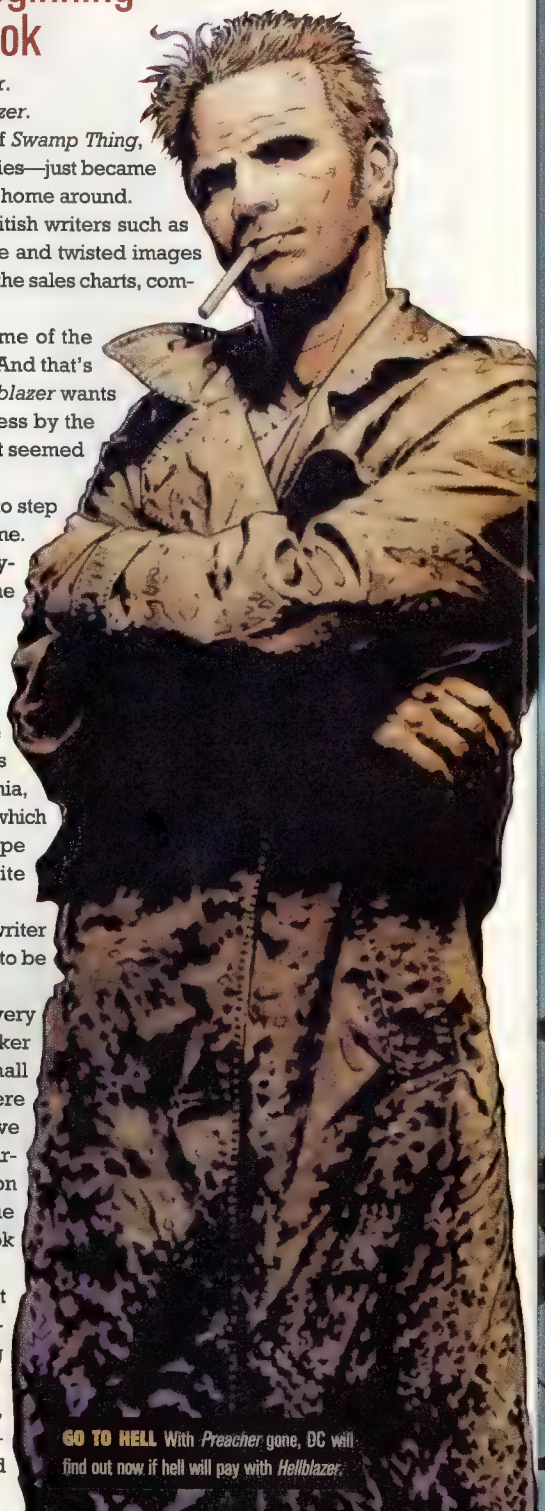
"Well, obviously we'll finish up in West Virginia and move on," the writer teases. "You'll have to wait and see where we go from there. But it's going to be a ride, trust me."

Fans can count on seeing more and more of Constantine's past in every issue Azzarello writes, though. From the mage's early days as a punk rocker to his early experiences with magic, Azzarello plans to incorporate small vignettes of Constantine's history into his present to show the readers where the character came from. Also expect another blast from the past as Steve Dillon, who soared with Garth Ennis on the duo's *Preacher* as well as an earlier run on *Hellblazer*, fills in on December's issue #157. But one question that keeps springing up is when will fans see the very English Constantine back in his homeland, which has become as much a character in the book as the man himself.

"I'm sure John'll go back to England sometime," Azzarello said. "But it'll be after I leave the book. I'm the first American writer and I don't understand or know how to write England. I'm going to try to keep him moving around awhile."

It's precisely Azzarello's understanding of his strengths (dialogue, storytelling and character development) and weaknesses (an understanding of England) that makes Azzarello's take on *Hellblazer* fresh and exciting. And then there's his respect for the book...

"As a writer, you're encouraged to piss all over *Hellblazer* [doing what you want]," Azzarello chuckles. "I had to make it my own just like everyone else did—I think I'm doing at least that." ■ MC



GO TO HELL With *Preacher* gone, DC will find out now if hell will pay with *Hellblazer*.

STRANGE BUT TRUE 2000's unusual happenings

Hitman's Tommy Monaghan blackballed Lobo into leaving him alone by videotaping Lobo in a compromising position with another man in *Hitman/Lobo* #1.

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71"	REACH	66"
A cop	WHO'S YO DADDY?	A hitman
Library Sciences	HAS A DEGREE IN	Ass Kicking

A gifted natural athlete with a photographic memory, Barbara Gordon became Batgirl to join Batman in his war on crime. Crippled by the Joker, she gave up her Batgirl persona and became Oracle, information broker for the heroes of the DC Universe.

Trained from a young age to become a deadly assassin by the hired killer Cain, the new Batgirl joined Batman during the "No Man's Land" affair, adopting the mantle of Batgirl to help rebuild Gotham City.

the battle... While possessing Mr. Mxyzptlk's omnipotence during the "Emperor Joker" adventure, the Joker returns to Barbara Gordon the use of her legs as part of his grand joke. Wanting to prove she still had the prowess to be a crimefighter, Barbara battles the new Batgirl to test her skills. Barbara unleashes a batarang that Batgirl easily dodges, but it sticks in the wall behind her and explodes, distracting Batgirl momentarily. Barbara moves in and rapid-fires weaponry from her utility belt: smoke bombs, stun discs, anything to keep Batgirl off balance. Unfortunately, Barbara's supply is finite, and it comes down to hand to hand combat. In that contest, it's no contest at all. The new Batgirl's one of the deadliest fighters on the planet; Barbara owned a brown belt in karate and judo. Batgirl connects with a series of vicious kicks and punches that leave Barbara reeling and near unconscious. And the last thought that goes through her head before waking up as Oracle again is that she's better off working behind the scenes.

AGREE? DISAGREE? Well, let us know! And while you're at it, send us your ideas for future Last Man Standing battles! Just e-mail us at: lastmanstanding@wizardworld.com. THANKS!

this month's battle drawn by MATT HALEY AND DAVID HAHN

FIRSTLOOK

The Monarchy

A spin-off of 'The Authority,' this superteam chooses to fight evil in the world's shadows

Hail to the king, baby.

As in Jackson King, the cool-as-a-cucumber, ex-government superhero who made a name for himself in the pages of *StormWatch* as the team's respected telekinetic leader, Battalion. Along with his wife, super-sleuth Christine Trelane, the two form the core cast of DC/WildStorm's *The Monarchy*, written by relative newcomer Doselle Young (*Gangland*) and penciled by John McCrea (*Hitman*). This *Authority/StormWatch* spin-off hopes to add fuel to the off-the-wall adventure fire that is the WildStorm Universe, capitalizing on the red-hot success of writers Warren Ellis and Mark Millar.

"If The Authority are Earth's moral hammer, then The Monarchy are a scalpel, slicing into the heart of the WildStorm Universe," explains Young. "What that means is, like surgeons, they'll be actively attempting to influence the course of events, but they'll do it by operating behind the scenes, stepping outside expected courses of action and behavior to get the job done."

So like a band of vagabond doctors, The Monarchy search for and solve the world's ills, while managing to steer clear of the limelight, the medical bills and the golf course.

The Authority #21 gave fans a glimpse into the future of *The Monarchy* as former weatherman (a position within the StormWatch team that spots problems before they happen) King and his new bride Trelane become disenchanted with the way The Authority handles and solves crises. The pair decide to break ties with the team and go it alone. Throughout the series, The Monarchy will encounter everything from world threatening supervillains to unexplained phenomena to a group of pesky, homicidal kids.

"Early on, they're going to encounter The Young Authoritarians, a group of wealthy south Asian kids who try and follow the lead of The Authority," says Young. "So they venture into America's inner cities and start killing off poor people. Naturally, The Monarchy has to clean up."

One thing that remains consistent with their *Authority* counterpart however, is that *The Monarchy* plans to be largely character driven. Expect the return of ex-weatherman-turned-insane-criminal Henry Bendix in a story that will explain his history. Other past WildStorm characters will also make appearances, and some may even become members of the new squad—but don't expect *The Monarchy* to become a retirement home for washed-up WildStormers.

"There will be quite a few new characters that show up throughout *The Monarchy*," says Young. "For example, there's Jon Farmer, a strange visitor from another world; and then there's Professor Q, a tip of the hat to the Gil Kane-inspired sci-fi heroes of the Silver Age—my favorite."

"If you liked *JLA: Earth 2*, you'll like *The Monarchy*," Young describes, referring to the JLA one-shot in which the Justice League of America squares off against evil, mirror images of themselves. "*Earth 2* had big ideas focused on core characters, which is what [McCrea and I] are doing with *The Monarchy*."

Research Assistant Casey Seijas' favorite monarchs are King Kong, Stephen King and Burger King.

BY CASEY SEIJAS

REGALBRIEFS

THE DILLY-O

Bow down to *The Monarchy*, WildStorm's ongoing monthly series featuring ex-StormWatch members Jackson King and Christine Trelane as they turn their backs on The Authority and form their own super-squad. Written by Doselle Young (*Gangland, Wonder Woman*) and penciled by John McCrea (*Jenny Sparks, Hitman*), issue #1 hits comic shops late February.

WHY YOU CARE

Because it's spun from the same cloth as the insanely popular *The Authority, Planetary* and *Jenny Sparks*–and all these books will tie in together. If you miss the glory days of *StormWatch*, then get happy because characters like Henry Bendix will show up as well.

DID YOU KNOW?

Talk about recruiting! Rumor has it that an ex-member of *WildC.A.T.S.* might make the squad in the near future.

THE ULTIMATE TEST

Can comics' most popular franchise get even better in 'Ultimate X-Men'?

How do you revamp the most popular characters in comics? It's getting easier and easier...at least according to Bill Jemas, Marvel's president of publishing and new media and the driving force behind December's *Ultimate X-Men*.

"We've already done it twice," he laughs.

Early in June, Jemas and the Marvel crew first nailed down a concept for *Ultimate X-Men*—a book built to make Marvel's merry mutants more accessible to younger, non-continuity crazed audiences, similar to the super-successful *Ultimate Spider-Man* in the same line. Jemas held that the X-Men tells a story of teen angst, a notion that seemed to lend itself best to the soap opera-style, "Roswell"-type comic originally conceived where out-of-the-ordinary kids struggled to deal with teen-oriented issues.

"We thought we had a great concept for the set of books...a whole bunch of ground zero stories," Jemas says. "We had scripts done and everything."

And then came July 17—and the killer box-office numbers from the opening weekend of the "X-Men" movie. Fifty-four-point-five-million dollars worth of box-office numbers.

"We realized, 'Holy sh--, we just created another continuity,'" Jemas says of the movie mutants. But "here we were going to come in with *Ultimate X-Men*, which didn't look like any of them.

"It was suicide."

REVAMPING A REVAMP

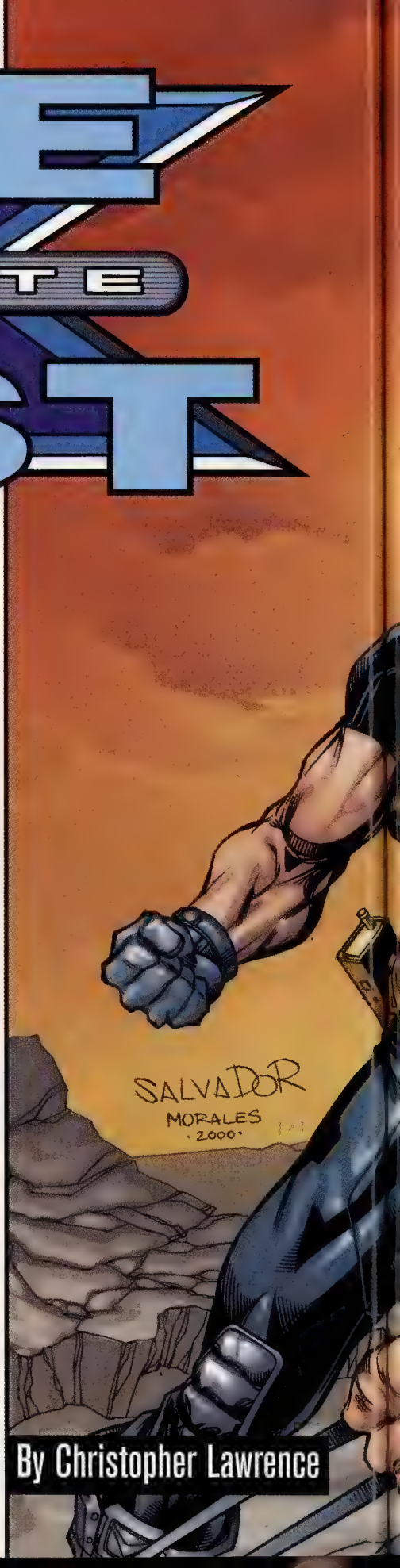
So X-movie mania sent the *Ultimate X-Men* team into a scramble—they changed their mission profile from "revamp the characters for a new generation of readers" to "revamp the characters for a new generation of readers AND fans of the biggest blockbuster in Marvel film history."

"When the movie came along, it made us bounce all our earlier plots," Jemas said. "Frankly, I think the work was worth it."

So Jemas and company set out to do "the prequel to the sequel." That means the series' creative team (writer Mark Millar and penciler Adam Kubert) looked at the characters and the group dynamic they'd originally developed for *Ultimate*, then brought them into the world of "X-Men" the morning after the movie ended.

"Humanity doesn't know what happened in the Statue of Liberty, but there were a whole lot of mutants and an enormous explosion," Jemas says. "All of the sudden, there would be this feeling—yes, mutants are real. Yes, they are dangerous."

It's not *exactly* or *officially* the same world as the "X-Men" movie, though. That would limit what the creative team could do. So while Millar didn't spring the movie Magneto from his plastic prison, he decided to tackle the post-movie question of "What would happen next after that kind of near-cataclysmic disaster?"



By Christopher Lawrence

"After seeing the movie, everyone agreed you could make this material really fresh and 21st century without throwing the baby out with the bath water," Millar says. "What was great about writing *Ultimate X-Men* is that I could be as selective as the movie guys were and just take the best elements. I completely avoided all that time traveling, alternate reality, 'I am your uncle's second cousin' stuff."

ULTIMATE DANGER

Mutants are feared. Hated. On the run.

That's the "Fugitive"-style scenario readers will be introduced to in Millar's first *Ultimate* storyarc, an action-packed, six-issue adventure called "The Tomorrow People."

"It's all about what it's like to suddenly find yourself being hunted by the authorities because you've got the wrong set of DNA," he says. "There's a genuinely scary psychopath in the wilderness called Magneto who promises you the world if you join him, and a bald guy in a wheelchair who's telling you that you must embrace this society which wants to lynch you from the nearest tree."

Making matters even worse for *Homo Superior*, the President of the United States has ordered a team of robotic hunters called Sentinels to capture or kill every mutant in America.

"The clock is ticking," Millar says. "Who do you trust?"

Trust doesn't come easy for the fledgling mutants across America in *Ultimate* continuity, young men and women who, through no fault of their own, undergo dramatic, life-altering changes.

"It's the idea that you have this spectacular power, you're extremely gifted…you're a special teenager," Jemas says. "And the thing that might actually define your life sets you apart from the crowd at a time when you want just want to blend in."

That's where the X-Men come in. Using the super-computer Cerebro to detect the mutant gene prior to manifestation, Xavier's mutants seek out other members of their race to bring them into the fold before their "transformation."

"It's a race against time," *Ultimate X-Men* editor Mark Powers says. "The Sentinels have already been launched, and mutants start getting fried in the street. Xavier knows he's got to find these kids before they get murdered."

GANGING UP

Forget the whole Blue team/Gold team thing—*Ultimate X-Men*'s got just one squad of merry mutants, and they're the X-All-Stars.

Picked by Millar, the *Ultimate X-Men* team consists of Cyclops, Jean Grey, Iceman, Colossus, Beast, Storm and (by issue #2) Wolverine.

"I genuinely believe they're the best characters," the writer says. "Personally, I feel the line just expanded to suit the market in the boom years, and a lot of those [other] characters don't have the same kind of heart many of the earlier mutants had."

"Earlier" being the operative word. The guiding premise of the Ultimate project is to bring Marvel characters back to basics, and in the case of *Ultimate X-Men*, that means going back…waaay back…to the good old days.

"The characters are at the age they were when they first joined the team," Powers says. "Scott and Jean are probably about 17, Iceman's 14. You're seeing the genesis of the X-Men."

Millar and Powers both agree there wasn't a helluva lot of tinkering needed to refurbish the cast, either.

"It was more just getting down to the essence of the characters. In the main books, because of 30-odd years of stories, continuity and history, there's so much that's been added to all these people," Powers says. "In these books, you're going back to the beginning, and you'll see a much clearer, purer version of the characters."

Well, except for Wolverine, of course.

The most popular X-Man's origins have never been clear—even in the regular Marvel Universe—and Ultimate Wolvie's gonna have that same air of mystery. He was involved in a Black Ops program called Weapon X which readers will only hear hints about. His experiences in the program actually make him feel closer to Magneto's way of thinking than Xavier's, Powers admits, a point of view that could lead to some claw-popping conflicts.

"NEW" MUTANTS The Ultimate X-Men are (from left): Prof. X, Kitty Pryde, Storm, Beast and Jean Grey. Angel (top) and Kitty don't show up right away.

"Wolverine's the wild card," Powers says. "You really don't know what his background is...he's going to be very much the kind of character he was when Byrne and Claremont first had him." That means he'll be a rebellious, cantankerous pain in the ass.

Wolverine and the rest of the X-Men aren't the only ones getting the Ultimate treatment, though...

BALD IS BEAUTIFUL

Professor X never looked so good.

"He's not a kid, but instead of being a stodgy old guy, he'll be in his late 30s," Powers says. "He'll look the same, but he won't be so much of the suede-patch-on-the-elbows type of professor." In other words, he'll be bald *and* cool.

While Xavier's a lot younger than he is in regular continuity, his dream of peace between humans and mutants remains the same. And once again he's locked in a didactic battle with archenemy Magneto, who believes that homo superior should inherit the Earth from mankind because...well, because we're screwing everything up.

"Magneto's a racist...definitely a frightening character," Powers says of the Master of Magnetism, a cold villain who's not above ripping a lackey's pacemaker out. "He completely believes what he's doing is right. He's got this amazing power, and he's willing to use it in ruthless ways."

With Magneto's Brotherhood of Mutants—a terrorist group—striking at humanity and the government's Sentinel Initiative persecuting his mutant brethren, Xavier's forced to take action.

"He recognizes that there's no solution to [Magneto's] war without the extinction of one species," Millar says. "So he turns his back on Magneto and creates the X-Men."

But turning his back on the Master of Magnetism has disastrous consequences for the good professor.

"The Xavier/Magneto relationship is definitely more of a personal thing in *Ultimate*," Powers hints.

As is Xavier's relationship with his students. "Xavier's a coach, and the coach is as cool as the players," Jemas says. "He's Pat Riley [head coach of the NBA's Miami Heat]. He doesn't tell you what to do, he asks you what you think and helps you figure it out. He's somebody who can teach, lead by example, but really live as part of the group."

ULTIMATUM

Ultimate X-Men. Ultimate Spider-Man. They're the same in concept, but not in execution.

"They're so, so different," Jemas says of the first two offerings from Marvel's fledgling Ultimate line. "In an industry that's had a lot of bad luck, we just got a lot of good luck. Part of that good luck is that we've got two books that are doing very, very different things."

Ultimate Spider-Man creators Brian Michael Bendis and Mark Bagley have managed to do something Jemas says the industry hasn't done in years—tell a nice, small story.

"You've got this touching story of a lost teenager who keeps getting more and more ability to find himself, but doesn't seem to be able to do it," Jemas says. "At the end of the first story, this 15-year-old kid hangs from the ceiling and everybody says 'Wow.'"

The *Ultimate X-Men* team does exactly the opposite, the Marvel exec offers, telling "the biggest damn thing" you've ever seen.

"You've got Mark Millar and Adam Kubert playing to their strengths in terms of these big, spectacular action scenes and a group dynamic that really works well," Jemas says. "You've got a lot of powerful personalities, powerful teenagers doing enormous things...and you can't stop turning the pages.

"It's easily the best X-Men book I've ever read."

BROTHERLY LOVE Magneto (center) still forms his terrorist group the Brotherhood with Mystique (left) and Sabretooth (right).

WIZARD Staff Writer Christopher Lawrence is an upstanding person, loved by his family, friends and co-workers. And girls.

ULTIMATE X-MEN, TAKE ONE

The 'Ultimate X-Men' You Didn't See

So what would *Ultimate X-Men* have been like if not for the success of the "X-Men" movie? Well, think NBC's hit presidential drama "West Wing." In just one of writer Mark Millar's original proposals, the emergence of the mutant population would have led to a crisis in the White House.

"Magneto, the self-proclaimed leader of the mutant revolutionaries, has waged war on a species he believes is destroying a world which rightfully belongs to *Homo Superior*," Millar says. "The 30-year-old Professor X has been President Clinton's top advisor for the last eight years. He's openly a mutant and, although respected by Clinton, is despised by many within the establishment who see him as an insidious force with his own agenda."

To help alleviate the tension between humans and mutants, Xavier wants to prove the two species can work together. How? By convincing the president to establish the "X-Men"–a government force that locates mutant teenagers to work for the feds.

In other words, the X-Men (who originally included Mystique, not Colossus and Iceman) would have been taking part in covert operations under the orders of Professor X...and his masters in the highest seats of government.

They might not have done so happily, though.

"How long can they work alongside soldiers who value one human over the lives of a thousand mutants?" Millar asks. "And how long can they fight on behalf of a status quo which Magneto despises and blames for the war, global starvation and the destruction of the environment going on around them?" ■CL

SUPER SOLDIER

By Christopher Lawrence

Army private Lamont Wilkerson wins war of attrition, defeats 7,000 enemies to draw 'WIZARD' cover

Lamont Wilkerson fantasized about getting a gig as a comic artist more than half his life, but one man almost stopped that dream: Uncle Sam.

"I joined [the Army] the month of the first 'Draw the Cover' contest [in WIZARD #92]," Private Wilkerson, a 25-year-old North Carolinian, says. "I was in basic training at the time, and when I got out, I read about the contest and got pretty upset—I missed it."

A year later, Wilkerson got another chance—when the call went out for WIZARD's second fan-art challenge in WIZARD #104. The private attacked it with guns...or in this case, pencils...blazing, crafting a curve-laden pin-up of Top Cow "bad girl" Magdalena.

He sent the piece in to WIZARD, one of an estimated 7,000 entries received, and for months heard nothing—a silence that was, to say the least, disheartening. Behind the scenes, however, the private's pencils were drawing praise from WIZARD staffers.

"His work stood out from the rest," Creative Director Steve Blackwell says. "Compositionally, he did a great job. A few others were close, but his stuff was definitely the most engaging."

The field eventually narrowed down to three—Wilkerson, Peter Elasigue of Whitby, Ontario, and Jimmy Taylor of Austin, Texas—and WIZARD charged the trio with submitting sketches of Spider-Man.

When decision time came, Wilkerson reigned supreme. WIZARD Editor Brian Cunningham called the artist at his Killeen, Texas, home to give him the good news. Wilkerson got right to work on the magazine cover, and finished it in a little less than eight hours...with a bit of help from his sergeant, who gave him a bit of time off to finish the piece.

"He knew I had an obligation to get the work to you," Wilkerson said. "He said, 'Okay, but you owe me.'" Let's hope Sarge doesn't make Wilkerson recreate a scene from "Full Metal Jacket."

A lifelong comic fan, Wilkerson's been sketching superheroes since the age of 10, when he swiped a copy of *Iron Man* from his brother.

"I liked the artwork," he says, "and I've been drawing ever since." Not to mention reading: Wilkerson's favorite books these days include *Battle Chasers*, *Spawn*, *E.V.E. Protomecha*, *Sigil* and *Scion*.

And while he hasn't started sending samples around to any comic companies just yet, he has begun work for some online comic sites, a prelude to his shot at the big time.

"It's gonna be hard," he says of landing a gig as a monthly penciler. "But I can handle it."

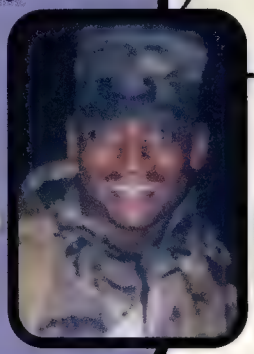


PHOTO COURTESY WILKERSON

Wanna see more of Lamont's work, as well as the art of the runner-ups? Go to wizardworld.com!

SUCCESS STORY

A year ago, Carlo Barberi was just a comics fan—now, after winning the "Draw Wizard #100's Cover" contest last January, he's a full-fledged pro.

As a boy, Barberi once imagined he *was* Superman, fighting off the vampires that haunted his dreams in his Monterrey, Mexico home. Now he works for Superman's home, DC Comics. After having his Thor cover to Wizard #100 seen by millions of fans, Barberi landed fill-in work on *Action Comics* and *Adventures of Superman*, then drew *Sins of Youth: JLA Jr.*, part of DC's fifth-week event last March. Now he's going full-time as the new penciler on DC's *Impulse*, starting with January's issue #70.

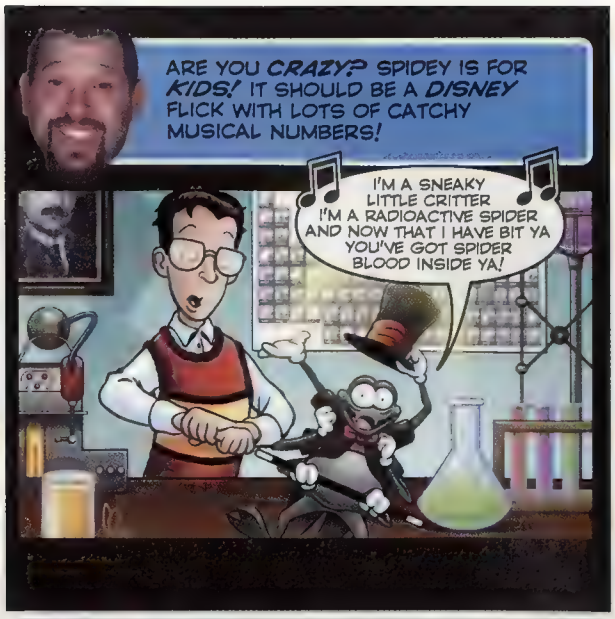
"It's great, a dream come true," says Barberi. "I've been trying to get into the comics business for five years. I went to comic conventions, all the stuff you have to do to get in. But I think Wizard gave me the last push I needed.

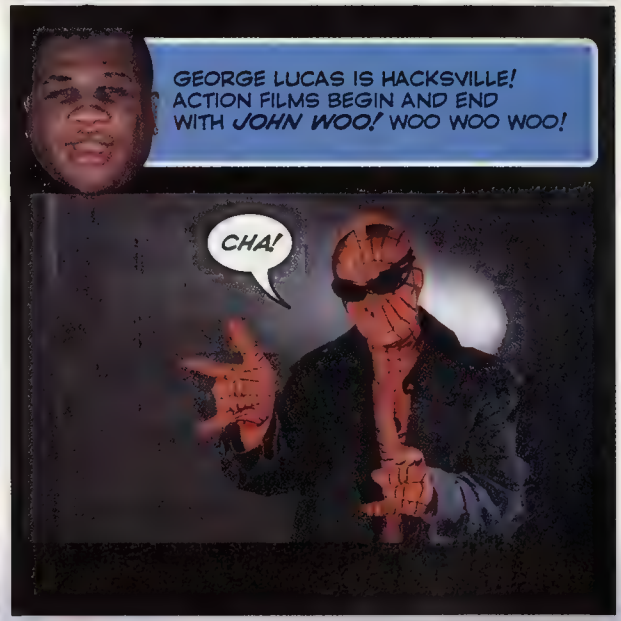
"I hope the new winner has the same luck that I had." ■ **MIKE COTTON**

BECAUSE WE DEMANDED IT... WIZARD DIRECTS THE SPIDER-MAN MOVIE!

By Pat McCallum, Brian Cunningham, Tom Root and Steve Blackwell

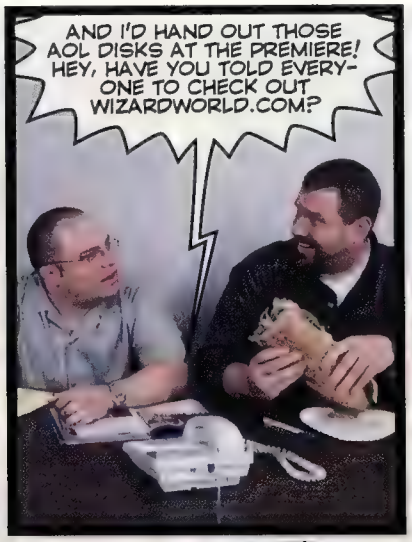
All movies by Paul Schrade except where noted. Spider-Man and Venom costumes by Glenn Herdling. Green Goblin costume by Don Reilly. All characters ™ & © their respective owners





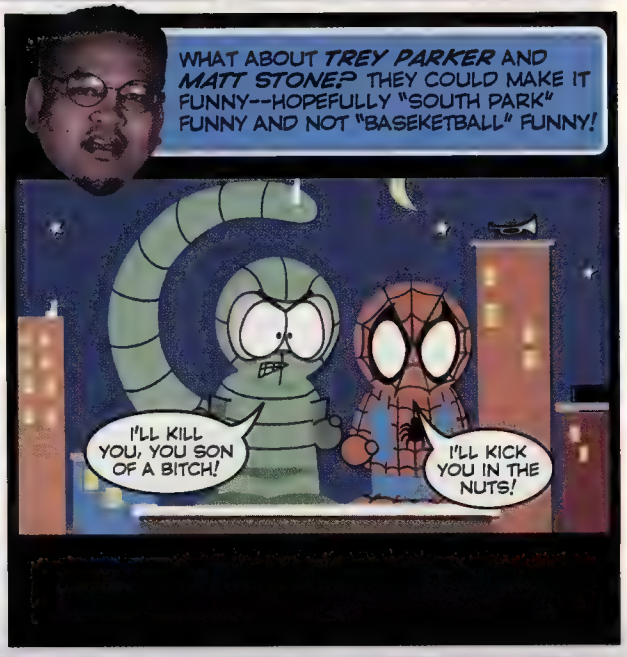
Disney illustration. Jack Gray

HEY GUYS, IT'S ME, WIZARD OWNER AND CHAIRMAN GAREB SHAMUS! IF I WAS DOING THE SPIDER-MAN MOVIE, IT WOULD GIVE ME AN EXCUSE TO PUT WOLVERINE ON THE COVER TO WIZARD!


AND I'D HAND OUT THOSE AOL DISKS AT THE PREMIERE! HEY, HAVE YOU TOLD EVERY-ONE TO CHECK OUT WIZARDWORLD.COM?

WIZARDWORLD.COM IS YOUR ONE-STOP DESTINATION FOR
WE'RE GOING THROUGH A TUNNEL...WE'RE LOSING YA!
...THAT GUY SIGNS MY CHECKS?
CLICK

HEY, AREN'T WE MISSING THE OBVIOUS HERE? KEVIN SMITH WOULD DO A KICK-ASS JOB--LONG AS HE DIDN'T PUT SHANNEN DOHERTY IN IT!
SNOOCH TO THE NOONCH!
HEH-HEH... THAT NEVER GETS OLD.


WHAT ABOUT TREY PARKER AND MATT STONE? THEY COULD MAKE IT FUNNY--HOPEFULLY "SOUTH PARK" FUNNY AND NOT "BASEKETBALL" FUNNY!
I'LL KILL YOU, YOU SON OF A BITCH!
I'LL KICK YOU IN THE NUTS!

YOU IDIOTS! HOW CAN YOU LEAVE OUT THE KING OF COMIC BOOK MOVIES?

JOEL SCHUMACHER WOULD DELIGHT AUDIENCES AND MAKE THEM MILDLY UNCOMFORTABLE AT THE SAME TIME!
MMM...
STRAIGHT FROM MY BODY TO YOUR STRAW!
...AND NOW BACK TO "WILL AND GRACE"!

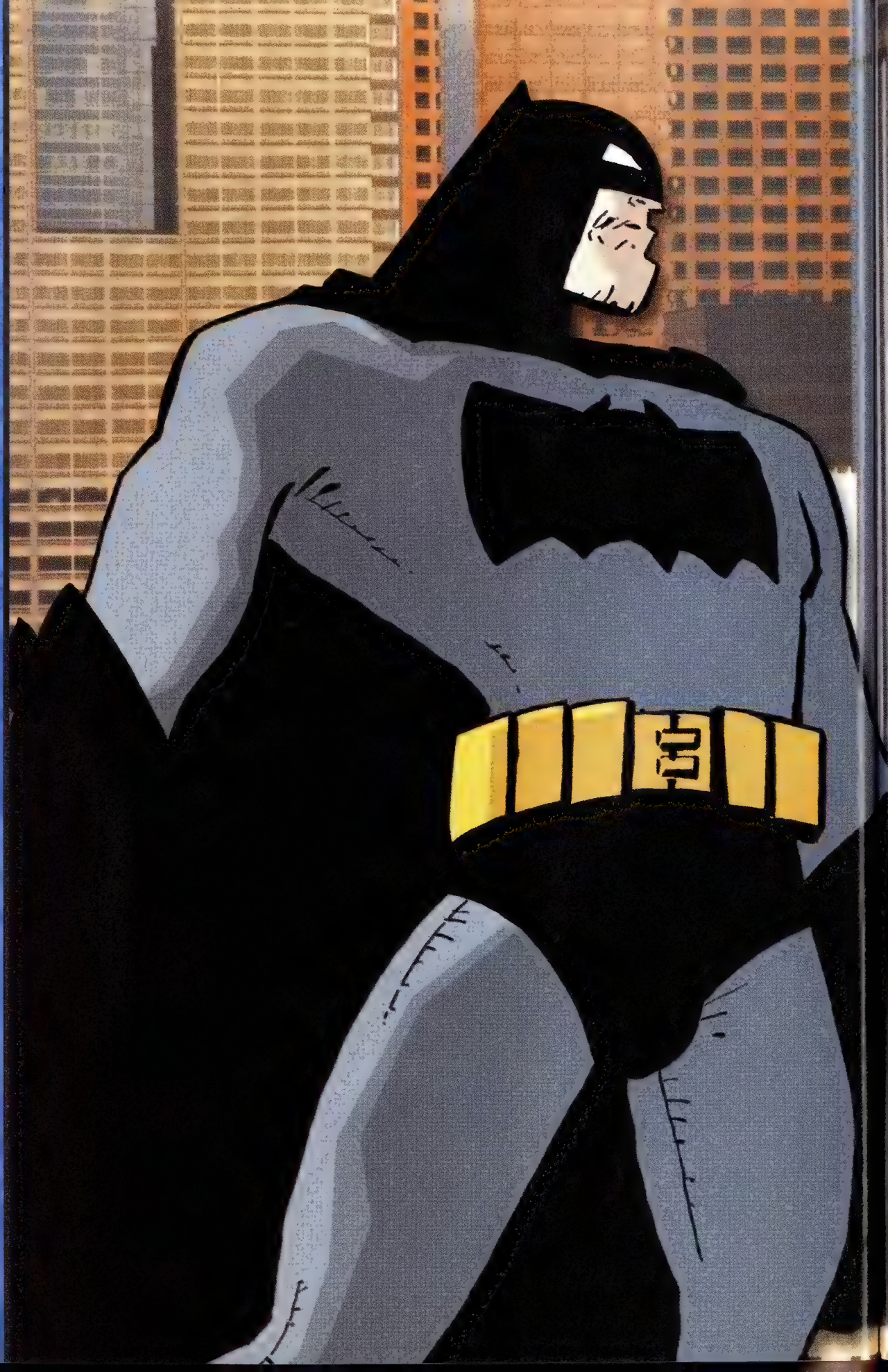
JOEL SCHU--INFIDEL! YOU'RE NOT CUDDLY MIKE COTTON, YOU'RE...YOU'RE...
THAT'S RIGHT...VENOM SYMBIOTE MIKE COTTON!*
*NOW AVAILABLE EXCLUSIVELY AT KMART.

I'M HERE TO SCREW WITH THE SPIDER-MAN MOVIE AND SLIP MORE TYPOS INTO WIZARD!
MWAH-HA-HA!
100% NERD

VENOM?!? WE'RE AS SCREWED AS A ONE-LEGGED MAN IN AN ASS-KICKING CONTEST!
WE HAVE A CHANCE--THE SYMBIOTE IS VULNERABLE TO ONE THING... SONICS!

YOU MEAN LIKE SOUND? LOOKS LIKE A JOB FOR MY TUNA MEATBALL SUB! EVERYBODY--HANG ONTO SOMETHING!
GURGLE GLORP RUMBLE PLIP LORCH
BRAAAP!

GUYS, WHAT'S TAKING SO--WHOA! FUNK OF DEATH!
AHHHHHH! THE SYMBIOTE'S STILL ON ME! GET IT OFF! GET IT OFF!
DUDE... THAT AIN'T NO FRIGGIN' SYMBIOTE...
SOMEBODY GET ME A STICK WITH A WET TOWEL ON THE END...
SR. MANAGING EDITOR JOE YANARELLA
THE END!



A 'KNIGHT' TO REMEMBER

How DC—and golden boy Bob Schreck—lured Frank Miller back for a 'Dark Knight' sequel 14 years after the classic original

Bob Schreck thought long and hard about his professional situation. For years, comic book companies had tried to lure the veteran editor to one of their New York offices from his base of operations in Oregon. Now DC Comics was offering him a position as the new Batman editor. Schreck needed advice.

He started calling friends he trusted. First he turned to his ex-wife Diana Schutz, an editor at Dark Horse Comics. Then he consulted with Matt Wagner of *Mage* fame. Finally, Schreck sought out old friend Frank Miller.

Schreck had been Miller's editor on the first *Sin City* mini-series at Dark Horse and the two respected and trusted each other dearly. Miller's opinion would count more than anyone else's.

"So Frank," Schreck asked timidly after explaining the situation. "Do you think it's the right move?"

Silence filled the line as Miller puffed on his cigarette.

"Frank?" Schreck said, wondering if they'd been disconnected.

"Yeah, I mean…sure, why not take it," Miller said in a raspy voice. "Maybe we'll even do a sequel to *Dark Knight*."

The two laughed and joked for a few more minutes before hanging up. A few weeks later as Schreck was moving into his DC office, he couldn't shake one thought—"was Frank joking about a *Dark Knight* sequel?"

Subsequent phone calls over the next few weeks convinced Schreck that this was indeed no joke. Miller was ready for the sequel that fans had begged for since 1986.

Almost 15 years after Miller's original dark and brooding vision of Batman in *Batman: The Dark Knight Returns* shook the comic world and fan perception of the hero, Miller was prepared to unleash a sequel, slated for release in mid-2001. Miller's original work in 1986 quickly became the staple by which other Batman stories were judged. And along with Alan Moore's *Watchmen*, *Dark Knight* was considered the top comic book fiction ever written. But could a sequel recapture that magic? Could a sequel duplicate the success? Could a sequel live up to 15 years of hype and waiting?

Of course it could. So Schreck picked up the phone and quickly dialed Miller's phone number. He asked one question. "Are you ready to get started?"

A NEAR MISS IN 1997

Miller had been champing at the bit for another shot at the Dark Knight as far back as 1996.

It was back in 1996 at the San Diego Comic Con that Miller had been feverishly hunting for the DC booth. He pushed his ways past fanboys, retailers, comic pros and spokesmodels. Notorious for secluding himself away from the public eye when not signing or speaking, Miller scoured the conference room floor for the DC booth—which, although large and ostentatious, seemed difficult to locate. Finally, Miller stumbled upon a DC Comics' staffer wandering the floor.

The creator behind the *Sin City* universe and some of Batman's greatest tales quietly but quickly pulled the staffer aside, whispering into her ear. The staffer smiled at Miller's request, then hid him away from fans as she raced to fulfill it.

A few seconds later the staffer quietly approached DC Comics' Batman Group Editor Archie Goodwin and whispered in his ear that Miller had requested an audience with him.

"But I'm on booth duty," Goodwin explained.

"Archie," the staffer pleaded. "He wants to talk about a sequel to *Dark Knight*!"

"But I'm really supposed to stay at the booth," Goodwin repeated, all the while grinning.

"God damn it, Archie! Go!" the staffer exclaimed.

And go Goodwin did. Miller and Goodwin spoke at length about a sequel and promised to speak more when Goodwin returned to his New York office and Miller to his Virginia home.

But Goodwin's failing health, which led to a bone marrow transplant, along with Miller's busy schedule, would sidetrack any proposed *Dark Knight* sequel. A long bout with cancer would end with Goodwin's death in March of 1998. Miller had waited over a decade to work on a sequel to *Batman: The Dark Knight Returns*—now he'd have to wait a little longer. Although Denny O'Neil, who had worked with Miller numerous times during their 20-year relationship, was stepping into Goodwin's role as Batman editor, insiders believed the sequel wouldn't happen.

BY MIKE COTTON

SCHRECK SAVES THE DAY

With Goodwin gone the chances of a sequel to *Dark Knight* getting done looked…well…dark.

Miller was extremely particular about who he worked with. His stature as one of comics' greatest geniuses earned him that privilege. At Dark Horse, he chose to work with only Schreck and Schutz. He also demanded all of his work that needed coloring be handled by his wife, Lynn Varley. O'Neil, who had served as editor on the 1986 original *Batman: The Dark Knight Returns*, had been one of the chosen few the creator enjoyed working with for years at Marvel and DC, but creative differences caused a rift between the pair. The rift existed partially because of different views of the Batman character and, according to some insiders, Miller's resentment over his career being too closely linked with O'Neil's.

There was no chance of the two working together again—especially on a Batman project.

But with O'Neil winding down his career and planning retirement, Schreck was being groomed to take over the Bat-office. In his first days at DC's midtown New York City offices, creators were ringing his phone off the hook to congratulate him and hit him up for work.

Friends expected Schreck to make a lot of changes in the Bat-office, which he did—and his efforts quickly made him the new golden boy at DC. After moving in at the end of 1999, Schreck got Kevin Smith's *Green Arrow* project back on track—getting in five scripts from the busy writer/film director and nabbing his old pal Matt Wagner to paint covers.

But even Schreck wasn't sure he could make the most highly anticipated sequel in comics' history, *Batman: The Dark Knight Strikes Again*, a done deal.

WAS DC INTERESTED?

The rumors of a *Dark Knight* sequel had swirled around the comic community for years, but now that it was a serious possibility, Schreck wasn't sure how to handle the news.

"What's my next step?" he wondered.

> "I'M IN AWE, MAN. I SEE IT ALL IN HERE—*DARK KNIGHT*, *SIN CITY*, *300*. I CAN'T WAIT TO SEE MORE."
>
> —BOB SCHRECK ON *THE DARK KNIGHT STRIKES AGAIN*

He contemplated everything from waiting for Miller's first plot draft to arrive before announcing anything to DC, to walking in one day with the entire book written, penciled, inked, colored and ready for publication.

The new DC editor imagined the look on DC Executive Editor Mike Carlin's face as Schreck dropped over 100 pages of a *Dark Knight* sequel on his desk.

"My god, wouldn't that be sweet?" Schreck thought. "But come on, that's not how things are done."

So Schreck walked the 40 feet down the hallway to Carlin's windowed corner office and asked the question DC was dying to hear.

"So let's say Frank wanted to do a sequel to *Dark Knight*," Schreck said shyly. "Would we be interested?"

Carlin leaned deep into his chair, arms raised above his full gray head of hair, while smiling and winking at Schreck—no verbal answer was necessary—that *Dark Knight II* was a go.

MILLER GETS ROLLING

Schreck and Miller spent hours on the phone talking out details and working on a contract satisfying both the creator and Warner Bros.-owned DC. And all the while, rumors swirled around the project.

Rumored plot details leaked onto Internet fan sites. There were even reports Miller was being paid $1 million for the sequel.

A few months later, Schreck and Miller embarked on the Comic Book Legal Defense Fund's cruise to Mexico. The two had planned to announce the project to the world from this venue, but with final negotiations still pending, DC pulled the plug on the announcement. But that didn't stop the duo from teasing.

"I hear you're going to work on a *Dark Knight* sequel?" one fan quizzed during a late night drinking session with Miller, Schreck and others.

"Well, that's what I hear," Miller said as he tipped back a bottle of Corona. "What do you hear, Bob?"

"Yeah, I heard something like that,"

DYNAMIC DUO DC editor Bob Schreck (left), longtime buddy of Frank Miller (right), was the only one who could make a *Dark Knight* sequel happen.

Paul Schiraldi

STRANGE BUT TRUE 2000's unusual happenings

Rebecca Romijn-Stamos went through a grueling make-up process each day to become Mystique for the "X-Men" film: 10 hours of application of head-to-toe blue body paint by three to five production people who positioned roughly 70 scale-type prosthetics on her body.

Schreck played along. "It's probably bullsh--, though."

The two were having the time of their lives and working damn hard at it. Plots were worked and reworked until they sang like a perfectly tuned choir, according to Schreck—and then they worked on them again.

The two even talked about what the sequel would mean to the original.

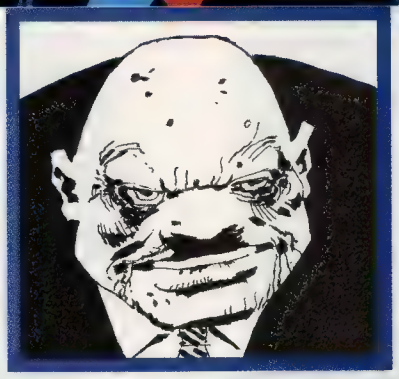
"This will give me chance to get past all the bizarre effects of *Dark Knight* and [Alan Moore's] *Watchmen*," Miller said. "Past the whining, the bellyaching and people gritting their teeth so hard their eyes are popping out of their heads and really focus on what makes a story work. That's what I wanted to do with *Dark Knight* but I can get there in a different way now and a different place to take it."

Schreck liked what he heard. Miller wasn't set on topping himself or recreating the lightning he'd caught in a bottle over a decade ago—he just wanted to tell a good Batman story.

Months after the cruise ended, a plot was finalized and Miller began sending in sketches of Batman, Superman and tons of other DC heroes as he saw them three years after the events of *Dark Knight*.

Miller's early plots revolved around a more global story, where Batman had reorganized his forces and turned himself into a leaner, meaner and rejuvenated vigilante. The writer also planned to broaden the cast from his 1986 classic to include appearances by characters such as Green Lantern, the Flash, the Question and the Martian Manhunter as well as reappearances by Green Arrow and Carrie Kelly. Kelly was scheduled to move from her role as Robin into the new Catgirl.

SUPER-SOLDIER In Miller's dark future, the Man of Steel is a tool of the U.S. government.



CAT-SCRATCH FEVER Carrie Kelly sheds her Robin outfit to become Catgirl (left), who may or may not scratch out Lex Luthor's (center) or Wonder Woman's (right) eyes.

Miller also said the setting for his sequel is much different from the Gotham-centric tale of 14 years ago.

"America has become what I can only call a kinder, gentler fascist dictatorship," Miller has been quoted as saying. "The heroes have vanished. No one knows where they have gone. And it's up to the world's greatest detective to find it out—and to get them back into action."

But Batman isn't the only one gathering his forces. Lex Luthor has also begun to collect his own twisted version of the Justice League to control more and more of America and his interests.

Miller also has what he calls a "fake Green Lantern" in the story but fans shouldn't worry too much—the real Hal Jordan is there just waiting to burst in.

But in a project that is still over six months away, anything could happen. Rumors abound that Miller and Schreck have a few surprises planned and a few more plot points to work out before the story is completed. But as Schreck and Miller trade ideas, the story constantly evolves. And Schreck's loving every minute of it.

Reading the original *Dark Knight* had blown Schreck away. The story of a retired Batman donning his cape and cowl to bring justice back to a corrupt and mutant-infested Gotham had sent chills down his spine. And Miller's final showdown between Superman and Batman had shocked everyone. The sketches made the editor remember those feelings.

SUPER FRIENDS Batman'll be meeting a lot of fellow heroes in *Strikes Again*, like maybe the new Batgirl (above) or the Martian Manhunter (below).

Schreck called Miller only moments after receiving the first sketches.

"I'm in awe, man," Schreck told his old friend. "I see it all in here—*Dark Knight, Sin City, 300*. I can't wait to see more."

And Miller kept turning out sketches. Character after character flowed from his pencil. Suddenly Schreck was drowning in sketches of DC's greatest heroes and trying to tread water—then he got the first script.

THE FIRST SCRIPT ARRIVES

Schreck was a little scared.

He had to be—in his hands he held the first script to *Batman: The Dark Knight Strikes Again*. It wasn't that he was worried the script would be bad or even that it wouldn't live up to the hype already building around the project a year before it was due out—no, it was the idea of editing a script by Miller that had Schreck worried.

Sure, Schreck had edited Miller before at Dark Horse, but it was still stressful to edit the likes of Miller, a fiercely independent creator who hated interference from editors. Schreck sat down anyway with the script and a red pen.

Schreck flew through the pages. Superman, Wonder Woman, the Martian Manhunter, the Question—DC's greatest were all there and they all played their parts perfectly. Miller was right when he'd told Schreck, "I'm going to do my best to bring back the luster to a lot of these characters who have lost them."

A few hours later Schreck bumped into Mike Carlin in the DC halls.

"So?" Carlin asked. "What's the verdict?"

"I had to ask Frank to change something," Schreck said.

Carlin frowned.

"He missed a comma," Schreck said as he walked back to his office with a smirk.

WIZARD Staff Writer Mike Cotton has faced a dark night or two of his own, usually face down in a gutter after a bender.

WHY 'DARK KNIGHT' ROCKS

Before *Kingdom Come*, *Earth X* or *Universe X* blew readers away, there was *Batman: The Dark Knight Returns*. Almost 15 years ago, *Dark Knight* changed the way the world looked at the future of superheroes and the comic book field. Almost overnight, comics became a viable form of fictional literature and a respected storytelling medium. What? You haven't read it yet? That's okay. Here's a rundown of what you missed.

WHY WAS IT SO POPULAR?

Frank Miller's vision of Batman was dark, brooding, gritty and one mean old man. Built like a tank, he crippled crooks... and enjoyed it. This Batman wasn't taking any crap, not from the government, the cops or even Superman!

WHERE DID IT TAKE PLACE?

In the near future of Gotham City. Batman's retired, Robin's dead, Bruce Wayne has a drinking problem and mutant gangs rule the streets all night terrorizing the innocent.

WHO DIED?

Okay, we don't want to give away any secrets, but let's just say Batman's greatest foe–as well as the Dark Knight himself–doesn't make it out unscathed.

WHAT HAPPENED TO THE JLA?

Superheroes are pretty much banned in the future–they've all either retired or left the good ol' U.S. of A. As Superman put it, "Hal went to the stars. Diana went back to her people." Superman works as a government-sanctioned lapdog of the President, and Batman is deemed a liability.

WHAT HAPPENED BETWEEN SUPERMAN AND BATMAN?

Could it end any other way? A final reckoning had been coming for a long time, and when Batman and Superman clash, time stops and only one of them makes it out alive! ■MC

STRANGE BUT TRUE 2000's unusual happenings

Stan "The Man" Lee auctioned off his desk and chair for the benefit of the American Spirit Foundation. The desk—complete with goodies such as Spidey pencil drawings, animation cel and autographed comic—fetched $15,100.

Amy Smootster Thinks Circles Are Safe.
But Knows Squares Can Kill.
People say Amy's crazy for listening to her uncle.
Her Uncle's a Sow Bug.
Humiliation Makes Amy's Feet damp.
Damp?
HOMAGE COMICS
ZERO GIRL™
SAM KIETH returns with the startling story of a teenage outcast,
Five-issue miniseries beginning in December
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SUPER

The top 10 Toughest Superteams in comics... and who made #1

by Pat McCallum & the 'Wizard' Staff

BRAWL

They decide whether we live or die. More powerful than any government. More dangerous than any weapon. They're the superteam, the last line of defense when comic book realities are invaded by aliens, other-dimensional monsters and all sorts of unpleasant hoo-ha. There's no obstacle they can't overcome or any foe they can't overwhelm, but when they turn their sights on rival groups, how do the 10 toughest teams in comics—each with fan-favorite rosters plucked from across continuity—stack up against their ultimate foes: each other?

Illustration: Jim Calafiore, colored by Tanya and Richard Horie

10] Teen Titans

Roster: Cyborg, Nightwing, Raven, Starfire, Changeling, Wonder Girl, Kid Flash

Their Deal: The teen sidekicks of Batman, Wonder Woman, the Flash and the rest of the DC heavy hitters, the Titans step out of their mentor's shadows in their own superteam.

Why #10: This team is just too green (cue Changeling jokes now). Yeah, they've got heavy-hittin' diverse muscle. Wonder Girl is super-strong (near Thing-level), can fly and is pretty near invulnerable. Starfire is a berserker warrior capable of teaching Wolverine a thing or two about fightin' dirty, can fly, is super-strong, has the requisite kinda-invulnerable thing going and can shoot devastating blasts of energy. Their backup muscle? Underrated heavyhitters like the super-adaptable, super-strong Cyborg, the shapeshifting Changeling, the potentially deadly blur that is Kid Flash and the unpredictable magic of Raven. Tie that together with the guidance of Nightwing—a natural leader, born strategist and a master of hand-to-hand combat trained by Batman. So with all of that going for it, why did the young, hungry to prove themselves Titans clock in at the bottom of this countdown barrel? It's that very youth that's this team's Achilles' heel. All those mistakes the JLA, Avengers and FF made in their early years? The Titans are still makin' 'em. While they learn from their defeats and become stronger for them, there're no second chances when facing off against the other teams on this list.

9] Masters of Evil

Roster: Zemo, Hyde, Tiger Shark, Fixer, Absorbing Man, Titania, Goliath, Moonstone, Blackout, Screaming Mimi, Yellowjacket II, Bulldozer, Thunderball, Wrecker, Piledriver

Their Deal: Solo villains tediously united by the murderous Baron Zemo to destroy the Avengers, rule all they survey and score the cash.

Why #9: Teamwork. Sacrifice. Shared motivation. All things that make a great team. All things the Masters of Evil *don't* have. Yeah, they're packed with raw power, but when push comes to shove, they'll sell each other out, desert one another and find a way to put the "I" into "team." They'll put up a helluva fight for just about any team on this list and—through sheer numbers and might alone—gain the early advantage in most of those fights, but as soon as the going gets tough, these tough guys get going.

vs. Teen Titans: While the Titans would hold their own for a while and take out guys like Tiger Shark, Fixer, Moonstone, Blackout & Screaming Mimi, the seemingly never-ending MoE members would eventually overwhelm the more powerful members. Starfire? Her energy bursts fuel the Absorbing Man until he's near-unbeatable. Wonder Girl? She'd take out the trash-talking Titania and humble Hyde, but against the combined might of the Wrecking Crew she's down for the count. And Kid Flash? He'll be the last to fall...but when he is the last one left, the entire MoE rains down on him. Game over.

STRANGE BUT TRUE 2000's unusual happenings

Writer Garth Ennis has admitted that as a child he dreamed of being a fighter pilot because of his long-standing obsession with aerial combat. However, the plan fell apart when he realized his home country of Ireland was no longer at war with Germany.

8] X-Men

Roster: Cyclops, Wolverine, Storm, Rogue, Nightcrawler, Colossus, Shadowcat, Jean Grey, Gambit

Their Deal: A band of outlaw mutants gifted with superhuman abilities, feared and hated by the world they have sworn to protect.

Why #8: As formidable as they are, the X-Men lack the thunderous might possessed by the teams higher up on the list, relying more on being plain ol' sneaky. Without the grade A muscle to back it up, that tactic can only take you so far.

vs. Teen Titans: Didn't we see this fight once? Anyhoo, while the two teams seem similar, the X-Men match up player to player and then some. The well-oiled machine that is the X-Men's teamwork and experience has them pinpoint the Titans leader—Nightwing—take him down, then systematically dismantle the rest of the Titans.

vs. Masters of Evil: Divide and conquer. The X-Men would pair off into two-man units and hit the MoE from all sides, shattering the villains' already tedious teamwork and ending the fight faster than the Masters of Evil would think possible. (Zemo would actually say that last bit out loud.)

7] Justice Society of America

Roster: Wildcat, Dr. Mid-Nite, Sentinel, Mr. Terrific, Black Canary, Sand, Flash (Jay Garrick), Dr. Fate, Hawkgirl

Their Deal: The first superhero team who's surviving members—bolstered by new heroes carrying on the legacy of those who have fallen—continue to wage the endless war to protect the world.

Why #7: While the team has monster power on their side with Fate, Sentinel, Sand and Flash, you take into account that half of that power is pushing, like, 70 and you have a shaky power base and a handful of cool—yet second-string—characters.

vs. Teen Titans: What a cool fight: the teen guys vs. the old guys! Anyway, the battle would see the JSA's heavy hitters—Sentinel (Green Lantern), Dr. Fate and Sand—keeping all the major guns of the Titans busy, leaving the rest of the JSA to double-team the rest and clean up shop.

vs. Masters of Evil: This back-and-forth battle has both teams taking some serious hits before the JSA begin taking down enough of the Masters of Evil to scare them into a break and run, where the MoE are more easily picked off.

vs. X-Men: While outpowering the X-Men, the mutants' teamwork and tactics will—with heavy losses on both sides—take out the entire JSA save for their big guns. In the end, it's a battle-weary and bloodied Sentinel and Dr. Fate who take the last of the X-team down.

6] Legion of Super-Heroes

Roster: M'onel, Cosmic Boy, Live Wire, Saturn Girl, Timber Wolf, Wildfire, Chameleon, Apparition, Umbra, Element Lad, Brainiac 5, Ultra Boy

Their Deal: In the 30th century, superpowered teens from different worlds join forces to go beyond a simple superpowered team protecting the Earth—they're a superpowered army protecting galaxies.

Why #6: While their roster has more powerhouses than the Titans, they suffer the same flaw: youthful inexperience. Yeah, there's a lot of them thar Legionnaires, but they're still paying their dues.

vs. Teen Titans: The two teams are so similar, but with the edge in powerhouse members (M'onel, Ultra Boy and Wildfire) and in sheer numbers, it's three-on-one tactics that scores the win for the Legion.

vs. Masters of Evil: Two armies at war! With next-to-nothing left standing on the battlefield, the superior teamwork of the Legion and the versatility of their powers has them outthinking and outclassing the MoE.

vs. X-Men: A lot closer than some would think, the X-Men would so cleanly execute "cheap shot" teamwork tricks that the Legion would have to fight to gain an advantage, but in the end would out-muscle the mutants.

vs. JSA: It's a no-quarter given battle as each team goes after the other's heaviest hitters, knowing that the outcome will be determined by just a chosen few. Dr. Fate vs. Saturn Girl & Umbra. Sentinel vs. Element Lad & Wildfire. Sand vs. Cosmic Boy & Live Wire. While it may only be one or two members left standing, those members will be Legionnaires.

5] Fantastic Four

Roster: Mr. Fantastic, Invisible Woman, Human Torch, The Thing

Their Deal: Four superpowered adventurers who explore—and defend against—the unknown.

Why #5: The FF's greatest strength—Mr. Fantastic's mind—is best showcased when the team faces a seemingly unsolvable problem. In this slugfest elimination, brains + brawn can carry them far, but only so far.

vs. Teen Titans: While Raven's mystic powers and Kid Flash's speed would cause them some headaches, the FF would systematically take 'em down—starting with their powerhouses—one-by-one.

vs. Masters of Evil: Three to one odds? Not enough here. Able to attack multiple foes (Mr. Fantastic entangles 'em, Invisible Woman's force field corralls them, flame barriers by the Torch and Thing upends the ground itself), the FF divide, isolate and conquer.

vs. X-Men: Thing and Colossus take each other out. Torch and Cyclops butt heads. Mr. Fantastic snags who he can while avoiding adamantium claws. And the Invisible Woman takes on whoever's left. Shadowcat gives Mrs. Fantastic a run for the her money (force field? what force field?), it's a bruised FF who narrowly pull home the win.

vs. JSA: Invisible Woman is the key to neutralizing big boys Sand and Sentinel. Mr. Fantastic neutralizes the Flash, leaving the remaining JSA easy pickings for the FF. The biggest hurdle? The combined onslaught on Dr. Fate that would win them the bout, but probably trigger some interdimensional, 12-issue war between the Lords of Order and Chaos.

vs. LoSH: This one's tricky. The FF would have a couple rounds to gain the advantage, learn a little, lose the advantage and regroup. It pretty much boils down to Mr. Fantastic vs. Brainiac 5's deductions of other teams' weaknesses. Mr. Fantastic beats Brainy to the punch and secures the by-the-skin-of-their-teeth victory for the FF.

STRANGE BUT TRUE 2000's unusual happenings

Ray Park (Darth Maul from "The Phantom Menace," Toad in "X-Men") was reportedly served with a lawsuit immediately upon his arrival in Toronto for filming of the "X-Men" film for allegedly blowing off an appearance at a sci-fi convention he had committed to.

4] Defenders

Roster: Dr. Strange, Silver Surfer, Hulk, Namor

Their Deal: Four uneasy allies united to tackle the menaces no one can know exist.

Why #4: While they're comprised of four of the most powerful characters of the Marvel Universe, these guys are hamstrung by the fact that they all either hate and/or distrust each other.

vs. Teen Titans: No contest. While their weakest members Namor and the Hulk take on half the Titans, Doc Strange and the Surfer mop the floor with the rest.

vs. Masters of Evil: With the Hulk plowing into and forcing the attention of most of the MoE, Namor picks off the key heavyweight guys like Absorbing Man and Goliath with the magic/power cosmic assist by Strange and the Surfer.

vs. X-Men: The superior teamwork of the X-Men will eventually take Namor down and keep the Hulk distracted, but time is something the mutants don't have. Optic blasts and adamantium only get you so far against the Sorcerer Supreme and the one-time herald of Galactus.

vs. JSA: Dr. Fate collides head-on with Strange while Sentinel needs every ounce of willpower to keep the hammering might of the Hulk at bay. As Namor collides with Dr. Mid-Nite, Sand and the Flash, the Surfer is free to lend a hand and help each of his teammates gain the upper hand and secure the win.

vs. LoSH: M'onel. Cosmic Boy. Ultra Boy. Element Lad. The most powerful members of the Legion…all fighting a back-and-forth battle against the Silver Surfer as the other Defenders take out the rest of the team, then come back to help the Surfer notch the win.

vs. FF: Hulk vs. Thing? Hulk wins. Invisible Woman vs. Silver Surfer? Surfer wins. Human Torch vs. Namor? Namor wins. Mr. Fantastic vs. Dr. Strange? Strange wins. See where this is heading…?

3] Avengers

Roster: Iron Man, Captain America, Thor, Vision, Scarlet Witch, Hawkeye

Their Deal: The mightiest champions of the Marvel Universe banded together to face the menaces that no single hero could face alone.

Why #3: They've got the teamwork. They've got the experience and they've got the power…but it just boils down to them not having as much firepower as the top two teams.

vs. Teen Titans: It'll take a couple of Titans to slow Thor down, Iron Man takes Cyborg apart within minutes (while commenting on what a great piece of technology Vic Stone is), while Cap & Co. shut down the rest of the team.

vs. Masters of Evil: The MoE would take an early advantage, but the fluid teamwork of the Avengers starts taking out the bad guys one by one, causing the MoE to turn tail and run.

vs. X-Men: Yeah, the X-Men know teamwork, but the Avengers wrote the book on it. While Cap vs. Wolverine and Thor vs. Storm will be slobber-knockers, the winners can be listed alphabetically: "A" before the "X".

vs. JSA: Thor will keep Dr. Fate occupied while Iron Man & the Vision square off against Sand and Flash, leaving the rest of the Avengers to narrowly take down the JSA.

vs. LoSH: Cap has the Avengers switching from opponent to opponent to keep the LoSH off balance. Not giving the Legion time to breath, Cap pulls his team's narrow advantage to a full-fledged victory.

vs. FF: As the two groups go move-for-move in the teamwork department, it's the superior tactics of Cap's leadership and the power of Thor that give the Avengers the edge in this fight.

vs. Defenders: Silver Surfer vs. Thor, Hulk vs. Iron Man and Namor vs. Vision leaves the Avengers battered but standing against Dr. Strange, a squeak of a victory thanks largely to the Scarlet Witch. And for you Hawkeye fans, he's just watching this one.

2] Justice League of America

Roster: Superman, Batman, Wonder Woman, Flash, Green Lantern, Aquaman, Martian Manhunter

Their Deal: The greatest champions of DC's Earth banded together to face the challenges even they could not face alone.

Why #2: No doubt that this team has the most powerful members of any other team out there, but what they have in the way of raw power and teamwork, they lack in killer instinct. They'll preserve life at almost any cost, and in some fights that will be a liability.

vs. Teen Titans: Most of the Titans are sidekicks to the guys in the JLA, meaning their mentors are going to beat them silly with moves they haven't shown them yet.

vs. Masters of Evil: Superman takes on Absorbing Man and Titania while Wonder Woman squares off against the Wrecking Crew (Piledriver & Co.), leaving the second-string MoE to face the "second string" JLA'ers: Green Lantern, Flash, Martian Manhunter…the Masters of Evil wouldn't even be able to pee straight after this fight.

vs. X-Men: Organic steel vs. Kryptonian flesh? Optic blast vs. power battery? Bamf vs. Flash? While this is a cool fight to watch (especially the undercard—a Wolverine vs. Batman bout!), the X-Men are completely outmatched.

vs. JSA: The first serious obstacle for the JLA. While Dr. Fate can big-time screw with Mr. "I'm vulnerable to magic" Superman and the old Flash & GL can keep their younger counterparts occupied, it falls to the back-up muscle of Martian Manhunter & Wonder Woman to take out the weaker members and then hammer home the assist on the big guns for the win.

vs. LoSH: Superman goes to work on M'onel while the rest of the JLA has their hands full with this army of heroes. Divide and conquer tactics by Green Lantern and hit-and-run moves by the Flash open the Legion up to be taken out by Aquaman, Martian Manhunter and Wonder Woman.

vs. FF: As if fighting the JLA wasn't tough enough, these are almost two-to-one odds. The Invisible Woman has her hands full with the Flash vibrating through her fields and GL attacking her with his own energy barriers; the Human Torch has no chance against the speed, flight and invulnerability of Superman; Mr. Fantastic battles Batman and the shape-shifting Martian Manhunter, while the Thing collides with Wonder Woman & Aquaman. The FF will try, but they'll fail. Just keep Martian Manhunter away from the Torch.

vs. Defenders: Martian Manhunter will use mental powers to screw with Doc Strange while Green Lantern assaults him with energy constructs. Superman and Wonder Woman double-team the Surfer, while Aquaman fights Namor to a standstill and everyone else dog-piles on the Hulk.

vs. Avengers: It'll take everything Iron Man has to even slow Superman down to buy his teammates time, but with Martian Manhunter taking out the Vision, Green Lantern neutralizing Hawkeye, Batman and Cap going at it no-holds-barred and Aquaman, Wonder Woman and Flash taking care of the rest, there's no time, hope or a prayer for the Avengers to score a win.

And somewhere, we hope George Pérez is drawing this.

STRANGE BUT TRUE 2000's unusual happenings

The Child Safety Network built of replica of Speed Racer's Mach 5, spending almost $200,000 putting it together. The car can go from 0-100 mph in 8.5 seconds and can jump four feet in the air from a standstill position.

1] The Authority

Roster: Jack Hawksmoor, Apollo, Midnighter, Engineer, The Doctor, Swift

Their Deal: Superpowered beings with no allegiances sworn to protect the Earth by any means necessary.

Why #1: Picture the JLA fed up with the short-sighted BS politics of the world, acknowledging that sometimes lethal measures must be taken and you can't always let the bad guys come to you. Picture that and you have The Authority.

vs. Teen Titans: The raw Superman-level power of Apollo leads the onslaught as the Titans are overwhelmed, defeated...and later, as cups of coffee are handed out, recruited.

vs. Masters of Evil: Once The Authority finds out these guys have priors and have shown no remorse for past crimes, they just don't beat the Masters of Evil. They execute them.

vs. X-Men: This one gets messy. As Midnighter and Wolverine go blow for blow and the rest of the teams mix it up, Apollo's Superman-level powers pick off the mutants one-by-one until The Authority notches the win.

vs. JSA: The two teams match up fairly evenly with Apollo and Engineer keeping the big guns in check as the Doctor corrupts the natural order, screwing up Dr. Fate's powers and setting the stage to plow through the JSA.

vs. LoSH: To even the odds, the Engineer splinters off a half-dozen duplicates of herself while Apollo collides with the combined might of M'onel and Ultra Boy. Midnighter plays hit-and-run with the other Legionnaires, enabling his teammates to cement their advantage and the Legion goes down for the count. Then The Authority swipes their futuristic technology.

vs. FF: Not much Mr. Fantastic's keen mind and pliable body can do when confronted with the Doctor's ability to distort natural and scientific law. The Thing is KO'd by Apollo, the Human Torch has his hands full with Swift while the rest of the team assaults the Invisible Woman from all sides.

vs. Defenders: As the two teams mix it up, the pivotal fight sees Dr. Strange and the Doctor rip reality apart as they pull out all the stops to take the other down. As Dr. Strange gets the upper hand, it's Hawksmoor with the blind side on Strange that gives The Authority the win.

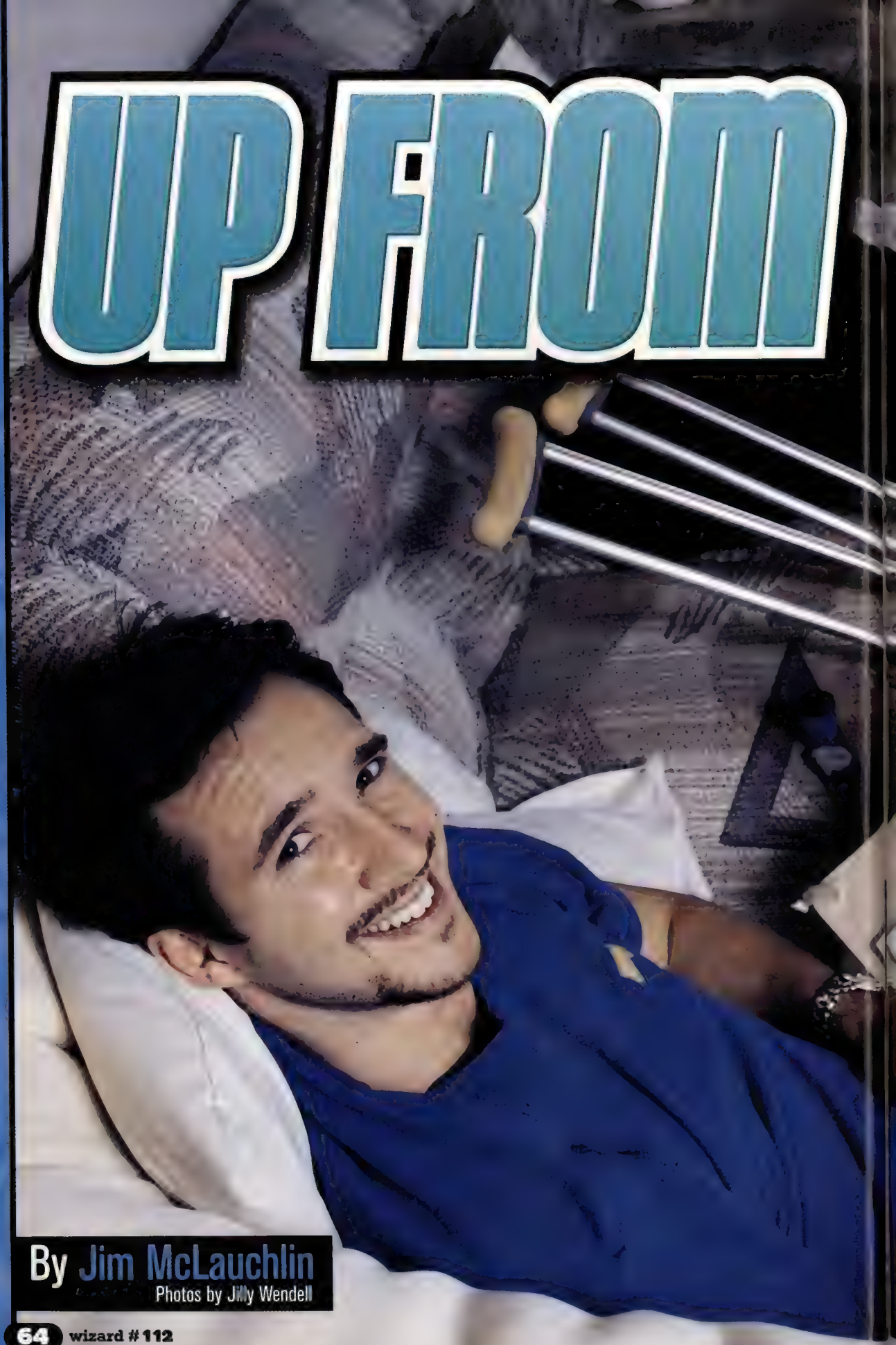
vs. Avengers: Thor vs. Apollo? Draw. Iron Man and Vision vs. Engineer? It'll take a few minutes, but the Engineer will overtake these two technology-based heroes. Cap vs. Midnighter? This one's gonna keep Cap too busy to work out an effective strategy. Scarlet Witch vs. the Doctor? The Doc flattens her. Hawkeye vs. Swift and Hawksmoor? A spectacular fight that'll have the victor licking their wounds. But those wounds belong to The Authority.

vs. JLA: The most knock-down, drag-out fight on the list. Superman vs. Apollo starts on Earth and ends in space. Batman vs. Midnighter sees both men pushed beyond their limits. The Flash vs. the endless Engineer clones. Martian Manhunter vs. the Doctor. This back-and-forth battle sees two impossibly evenly-matched teams pull out all the stops...and that's where The Authority has the edge. Where the JLA has two members—Aquaman and Batman—who play dirty, the entire roster of The Authority plays dirty AND for keeps. For The Authority, there's no chance too risky, no stunt too suicidal. While the JLA fights for truth, justice and peace...The Authority fights to win.

Here's hoping that if DC ever prints this fight, it's under the Vertigo label. How else would we get to see Batman's reaction when Midnighter slips him the tongue?

WIZARD Editor-in-Chief Pat McCallum can take any two midgets in a fair fight. Three if he gets a stick.

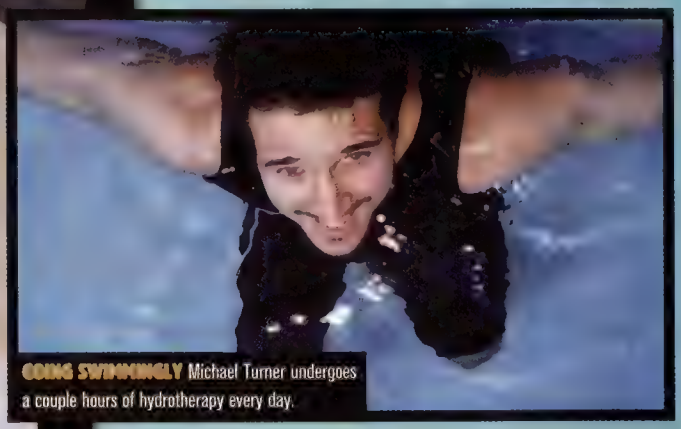
UP FROM



By Jim McLauchlin
Photos by Jilly Wendell

'FATHOM' ARTIST MICHAEL TURNER HAD IT ALL: YOUTH, HEALTH, MONEY, A GREAT JOB. THEN CANCER STRUCK. **AND TURNER STRUCK BACK.**

THE DEPTHS



GOING SWIMMINGLY Michael Turner undergoes a couple hours of hydrotherapy every day.

For the rest of his days, Michael Turner will have trouble spelling certain words. "Camphogen" is one. "Candelabrum" is another.

A *Webster's Unabridged Dictionary* rests on a shelf in Turner's new Los Angeles condo, strategically located just three blocks from Top Cow Productions...and three blocks from the UCLA Medical Center. But the book's incomplete; a page is missing. Turner ripped it out himself. It's the page that contains candelabrum and camphogen—tough words for anyone. But another word on the same page is toughest for Turner. It's a word he knows up close and personal, because he's battling it. That word is "cancer."

"I don't say it, don't write it, don't spell it," Turner says. "And I don't live with it any more. I *will* live with the aftereffects of it for the rest of my life."

There's an eerie parallel between Turner and the dictionary. Something has been ripped out of them both. In Turner's case, it's one entire hip, 40% of his pelvis and three pounds of bone. And that's not all: 17 muscles that were anchored to his pelvis are now attached to his abdominal wall.

POOL SHARK All his workouts in the pool are helping Turner stand on his own two feet.

The top of his thigh bone is anchored to…nothing. There's nothing there to attach it to.

But don't even think about pitying Michael Turner. He's happy. He's beaten the disease down. For the first time in months, he can actually sit in a chair. He looks weary because radiation treatments take their toll, but he's smiling. The 29-year-old star writer and artist of the creator-owned *Fathom* knows he's on the way back. "It changes your life," Turner observes. "But you go on living."

THE DIAGNOSIS

Turner's condition began manifesting itself in March, when he first felt a bump on his right hip. "It was nothing that hurt," he says today, rubbing the spot. "It felt…weird, but no big deal."

It became a big deal two weeks later when Turner went snowboarding. "I fell on it," he remembers. "*Now* it hurt. I thought it was maybe a bone spur. I knew then something was wrong."

Turner got an x-ray, followed by an MRI. Then Turner got a call. Not *the* call, not yet—just *a* call. "They told me I had a tumor that looked like part of the bone. I thought it was just a little growth. I figure, 'Okay, they go in, they get it out.'"

But things turned worse. Shooting pains radiated down Turner's right leg as the tumor started pushing on his sciatic nerve. Soon, Turner couldn't sleep. He went to see Dr. Jeffrey Eckhardt, a world-renowned specialist. Eckhardt ordered further tests.

The test results took weeks to come back. And Turner, knowing full well that *something* was wrong, went to work. He had 31 comic store signing appearances to do as part of a Fathom promotion. It wasn't easy.

Frank Mastromauro, Top Cow's sales director and a close friend, traveled with Turner. "Even before we started, it was hurting Mike a bit," Mastromauro remembers. "When we flew, we'd snag all the pillows on the way in, and prop his leg up with four or five of them. It's the only way he could travel."

It was on the road that *the* call came from Dr. Eckhardt. Turner stood in a hotel lobby, trembling hands clutching a pencil that spelled out "chondrosarcoma, right pelvis." He asked Eckhardt for the exact spelling. He needed to know *precisely* what he had.

"And I remember exactly what he said," Turner recalls. "'We're going to go in and excise that. You will be able to walk again, but running or jogging will be out of the question.'"

The news crushed Turner, an award-winning water skier *and* holder of an instructor-level red sash in the martial arts. "The mouth goes wide and the blood rushes from the head," Turner remembers. "I broke down. I was torn up inside."

Turner had done 14 of 31 tour stops. He tried to finish, but had to stop because of the crushing pain. He couldn't even sit any more. He notified his family, and scheduled the soonest appointment he could for surgery. "I was going to wait a week and just *walk*, because I knew I wouldn't walk again for at least a year. But I couldn't wait. The pain was too much." There was that, and one other thing: "I just wanted this alien *out* of me," Turner says.

Turner gathered his family around him. The night before he went in, Turner made 20 phone calls to close friends, letting them know what was happening. And he did something he loved—he *drew*, finishing a piece he promised WIZARD as a contest prize.

On July 27, 2000, Michael Turner entered the UCLA Medical Center. He'd come out a changed man. And ultimately, a stronger one.

THE OPERATION

Michael Turner woke—if you can call it that—into a haze on July 29. A massive brace held his right leg immobile, and mammoth doses of pain killers coursed through his veins. So much bone had to be removed that the only replacement options considered were of the experimental variety. The missing bone couldn't be replaced with surgical steel, because the body simply rejects that large an amount of metal. The docs were willing to look at anything, and Turner actually had some expertise in the matter via his research for *Fathom*—experiments grafting coral in place of bone have been tried, but a procedure like that would be at least a couple of years away.

For the first week of his hospital stay, only family attended him, but after that a constant stream of well-wishers paraded in. As much as any hospital will allow, Turner's room became party central. Turner planned his return

to an active life, practicing his golf swing while propped up in bed. "I've got to really rip it through with the right arm now," he observed.

Turner says he experienced "a slow acceptance of what life was going to be. There were a lot of things I wasn't going to be able to do, but I focused on the things I *would* do."

One thing Turner did, of course, is draw. Turner's sketchbook remained at his side the entire time in the hospital. He drew the operation for family and friends, showing how his hip and pelvis looked before and after. He even drew suggestions for the doctors. Turner studied up on his condition, and even improved his art. "After this ordeal," he jokes, "my anatomy is better than ever."

That's not all that's better. Turner has *destroyed* the recovery curve. He was supposed to be in the hospital for six weeks. He was out in three. He wasn't supposed to start therapy in the pool for eight weeks. He was *walking* in the pool by week five.

"I *refuse* to believe I'm not going to be able to do all these things they say," Turner says. "How many times have 'they' been wrong? Sure, I'll never be able to water-ski like I used to. But I'm still going to work hard and play harder. It's just different kinds of playing."

Turner has plans. He's already getting around on crutches, and will soon take up hang-gliding, landing on water to protect his leg. "You come in on pontoons," he says, a sparkle in his eye. "It works!" And note his careful wording: "I'll never water-ski *like I used to*." He'll take to the skis again someday.

But the work will come first. Turner's *Fathom Swimsuit Special* just hit stands. Extra pages in the *Fathom* hardcover edition will hit in early 2001. He's finished a cover for *Vagrant Story*, plus a *Witchblade* and two *Tomb Raider* covers. *Fathom* #13 is on the horizon. And a new book called *Dragonfly* (see sidebar) is being prepped.

Turner's already drawing two to three pages a week, despite being slowed by radiation therapy. "The fatigue is terrible," Turner relays. "It feels like you have a hangover all the time." It's thought all the malignant tissue is gone. But this is a game where you can't afford to take chances, so Turner will undergo nine months of treatment. His hair is still doing fine, much to the surprise of *Fathom* colorist Peter Stiegerwald, who shaved his head in sympathy for Turner. "I saw it and said, 'Hey, Pete! I'm not gonna lose my hair for six weeks yet!'" Turner laughs. Stiegerwald's only response? "Oh. Uh-oh."

The progress is steady, but slow. Turner thinks it'll be a year before he's walking. "I want to have my mom sculpt me a cool cane, maybe with Aspen coming up out of the water," he says. His mother, Grace Crick, is a world-class sculptress who helped Mike develop *Fathom*. She's been at her son's side through the whole ordeal, and the two have drawn strength from each other. "Mike has been a study in courage and positive attitude," she observes. "If he can keep it up, we've got it whipped."

There are still hurdles to overcome. Turner knows that in a few years, he'll probably get opened up again when medical technology comes up with a permanent solution for the bones he's lost. In the meantime, he approaches everything with humor. He refers to his soon-to-be limp as his "stylish new walk." And scar stories? "It could be from a sword fight, it could be a shark bite," Turner jokes. "I could make up a lot of stories to impress the right people. Female people probably."

THE AFTERMATH

For the rest of his days, Michael Turner may have trouble spelling certain words. But he's having no trouble getting on with his life. He's happy to display the new pages he's doing. He's pleased as punch to show off his sketchbook with new material. Hell, he'll even show you his dictionary. Just don't ask him to spell "candelabrum." Or any of those other words.

Contributing Editor Jim McLauchlin and WIZARD wish Michael Turner nothing but the best in his continued recovery.

WEIRD SCIENCE Michael Turner knew about experimental research into grafting coral onto bone from his work on *Fathom* (above).

TURNER'S NEW PROJECT TAKES WING

After 20 issues at sea, Michael Turner will finally air-dry.

Dragonfly is Turner's next project, the tale of a dragonfly-winged faerie girl and the teen she trains to save the world. The new Top Cow ongoing series is slated for an August 2001 debut. "It's a futuristic fantasy," Turner says. "Picture Peter Pan meets Merlin meets 'Blade Runner.'"

In *Dragonfly*, a world populated by humans and bizarre inhuman creatures alike is trapped by the might of an evil sorcerer who's concentrated all magical power in his hands and has a mechanical dragon at his command. Enter our reluctant heroes. "This late-teens kid has a gift–the power to bring magic back," Turner reveals. "But the kid needs to be trained by the faerie girl to bring magic back and save the world."

Turner started working on the project in late 1999 and did serious revisions while in the hospital, redesigning the look of all the main characters. "I also made it more fun," Turner says. "It'll now be more a cool, fun thing to read, rather than oh-my-God, knuckle-biting serious. It'll have a lighter tone than *Fathom*."

Oh, yeah–*Fathom*. "I gotta stress this is not a replacement," Turner says. "I'll be doing 20 issues of *Fathom*. By the time *Fathom* #18 comes out, I'll be starting this." ■JM

BEST of the BEST 2000

WIZARD picks the finest **2000** had to offer…and what to look forward to in **2001**

By the WIZARD Staff

BEST HERO
CAPTAIN MARVEL

BEST of the BEST 2000

Riggs and Murtaugh. Crockett and Tubbs. And then there's…Captain Marvel?

Confused? Don't be. The best buddy team in comics is really two guys in one—the novice hero known as Genis and veteran ex-Hulk sidekick Rick Jones. Combine 'em and you get Marvel Comics' newest cosmic hero. With a click of their wrist bands, one part of the bantering duo takes action while the other "pops" into another dimension while still able to communicate with the other.

Just like the lead characters in any self-respecting buddy flick, the *Captain Marvel* duo's got its share of conflicts (Rick once thought Genis was putting the moves on his wife), accidents (Genis once dropped Rick's aforementioned wife from a thousand feet in the air) and juvenile attempts at humor (prankster Jones convinced his straight-laced partner that "Oh what a goose I am" made for a rousing battle cry). The result, more times than not, makes for a comic with a great sense of humor.

The tandem is stuck together, locked in an unwitting union brought about by the Destiny War (as seen in last year's *Avengers Forever* mini-series). The tension between them is undeniable—they are two men sharing one life, after all—and it makes their journey on the path toward accepting their situation a helluva lot of fun to watch.

The fact that Captain Marvel's gone head to head with heavy-hitters like the Hulk, Wendigo, Drax the Destroyer, Super-Skrull and the Silver Surfer doesn't hurt either, but it's the character's difficulties, his flaws which allow readers to empathize with him.

Face it, neither half of the whole that makes up Captain Marvel is perfect. In fact, neither's even close. Genis has awesome powers, yeah, but he's inexperienced in the ways of the world and…well, a bit gullible at times. Rick, on the other hand, is a veteran of the superhero life, but he's got a smart mouth and more personal problems (his wife sees dead people) than you can shake an Infinity Gauntlet at.

It's those flaws—and the learning curve that accompanies them—which help make Cap the phenomenal hero he is. He's not always certain about himself, and despite his great powers (flight, superstrength, cosmic awareness) and great responsibilities (living up to the "Protector of the Universe" mantle held by Genis' late dad, the original Captain Marvel), his uncertainty allows us all to understand what he's going through.

Hmm…great powers, great responsibilities—sounds like a pretty good basis for an awesome hero, dontcha think?

2001's HERO to KEEP YOUR EYE ON

SPIDER-MAN

2001's gonna be a very good year for your Friendly Neighborhood Wall-Crawler. Interest in the Web-head has heated up in recent months, courtesy of an action-packed video game, a white-hot movie in the works and an awesome Ultimate revamp–and the new year's addition of J. Michael Straczynski will only make things hotter. Look for Marvel's top hero to return to his place as comicdom's No. 1 superguy.

Weeks after officially quitting comics and vowing never to work again because of disagreements with DC, Grant Morrison regretted his venom and returned to comics—but with Marvel.

BEST COMIC
THE AUTHORITY

BEST of the BEST 2000

Homosexual heroes? A god-like dope fiend? An infant with the power to level cities?

Cram 'em all together and you've got *The Authority*—comics' boldest book. Every four issues of the WildStorm/DC title is like a complete R-rated movie—a gory, bloody, action-packed blockbuster that somehow manages to slip snippets of social commentary in with the carnage.

Each individual monthly helping of the series feels like an episode of a classic adventure serial, the kind that make moviegoers crave the next chapter, the ones that always end with either a slam-bang climax or a cliffhanger where audiences go, "Uh-oh."

The series built up momentum under the reins of creators Warren Ellis and Bryan Hitch—who introduced readers to the Superman-like Apollo, the Dark Knight-inspired Midnighter, the God of Cities Jack Hawskmoor, the avian warrior Swift, the technological marvel known as the Engineer and Earth's "Shaman," the Doctor—but it wasn't until writer Mark Millar and penciler Frank Quitely took over with March's issue #13 that the series started bludgeoning readers like the Midnighter with a mad-on.

Ellis' run wrapped in issue #12 with the death of the Authority's hard-nosed, chain-smoking leader, Jenny Sparks—the Spirit of the 20th Century. Before her timely death (a turn of the millennium passing marked by a gravestone that reads "Bugger this. I want a better world"), Sparks charged the team with becoming more of a proactive peacekeeping organization.

That's just what they did.

When "The Nativity," Millar and Quitely's first storyarc, begins, the Authority's developed into a superteam with a singular purpose—protecting humanity by kicking the sweet bejeezus out of any and all of the manipulative, self-righteous wankers who try to do the world's populace harm.

As the Midnighter warns, "The 21st century is a bad time to be a bastard, children."

Speaking of bastards, a major reason for *The Authority*'s recent surge toward greatness is Millar's gift for creating bad guys. In "The Nativity," for example, the main villain, for all intents and purposes, is Jack Kirby. Modeled after the legendary comic creator, misguided baddie Jacob Krigstein is described as a man "who would have probably created all your favorite comic book characters." He uses his gift—the most powerful imagination in the world—to manufacture an army of superpowered soldiers, beings who bear a striking resemblance to some of Marvel's greatest heroes.

Kirby...err, Krigstein uses that army to capture Jenny Sparks' replacement—the Spirit of the 21st Century—which sets the stage for some of the greatest battles comic fans have ever seen—the JLA-inspired Authority against clones of the Avengers, the X-Men, S.H.I.E.L.D. and the Fantastic Four.

And we're not talking your average comic battles here—these are things you could never seen in a jointly approved, Code-approved DC/Marvel collaboration. Apollo bursts through the skull of the Giant-Man knock-off, the resultant blood and brains soiling his Authority costume. The Engineer explosively decompresses the Hulk's counterpart, flipping him a two-fingered salute (it's a British thing) as she leaves his unconnected body parts floating in space.

And Hawksmoor...well, he actually beats some of Krigstein's children to death with the decapitated head of one of their siblings.

MIDNIGHTER If Batman was a sadist, it would be this guy.

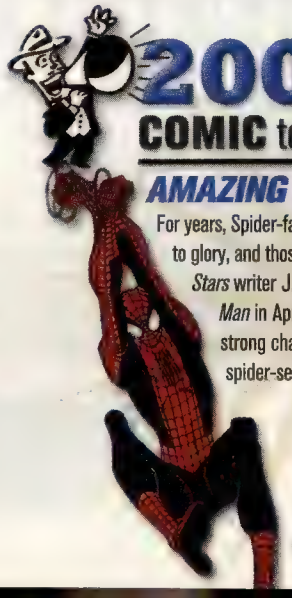
In "Earth Inferno," Millar's second storyline, the third rock from the sun goes crazy and starts taking vengeance—deadly vengeance—on the humans who it thinks have been mistreating it. At the heart of the problem is the Doctor's predecessor, a genocidal maniac who—when first granted the powers of Earth's Shaman—used them to murder the inhabitants of three entire countries.

In alphabetical order.

The Authority saves the planet by doing something no other team in comics would consider—they evacuate the Earth and give the old Doctor his powers back.

"Okay, you son of a bitch," the Midnighter says through gritted teeth. "You've got 60 minutes, just like you asked for. Do your worst."

It's odd situations, ingenious twists like that which make *The Authority* comicdom's No. 1 page-turner. Fans never know what to expect next, and unlike most comics (and most major motion pictures), readers can't be certain that all the stars will make it to the end of the storyline alive. But we're certain we'll be there to find out.



2001's COMIC to KEEP YOUR EYE ON

AMAZING SPIDER-MAN

For years, Spider-fans prayed that Marvel's flagship character would return to glory, and those prayers will be answered in the form of red-hot *Rising Stars* writer J. Michael Straczynski. JMS takes over *Amazing Spider-Man* in April 2001, and the way he weaves his comic stories with strong characterization and snappy dialogue...well, it makes our spider-sense tingle.

BEST VILLAIN
BATMAN

The Injustice Gang, Mageddon, the Devil himself—none of them could destroy the JLA. But Batman did.

Okay, technically it was Batman's *tactics*—not the man himself—which took out his teammates. But let's face facts: 2000 didn't really have a high-impact, destroy-an-entire-nation type of villain like 1999's Ultron. For all Ra's Al Ghul's grand plans for Batman and the JLA, he always escapes with a wimpy, "I'll get you next time!" Dr. Doom—Marvel's most fearsome villain—returned to the Marvel Universe with a whimper. So if nothing else, the Dark Knight proved he's the year's most ruthless adversary—as readers learned in the "Tower of Babel" story arc in *JLA* #43-#46.

Anyone who knows Batman knows he always has a plan. And in this case, Batman devised a way to defeat each of his teammates one by one in grand fashion.

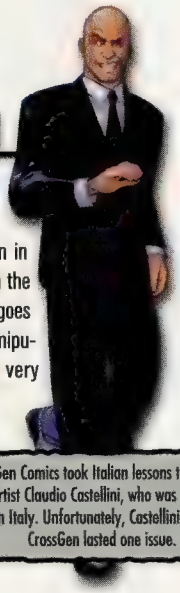
His plans didn't just vanquish the most powerful people on Earth—his plans tortured them. His tactics put the smackdown on Superman with a synthesized form of Kryptonite, blinded Green Lantern, made the Martian Manhunter into a human torch and convinced Aquaman he was afraid of water—and those were the nice ones. His plans were so monstrous even Plastic Man lost his patented sense of humor after being frozen and then shattered.

The Dark Knight's treachery cut the League so deeply he was voted out four to three. If Batman's oldest friends can't trust him, will anyone else?

2001's VILLAIN to KEEP YOUR EYE ON

LEX LUTHOR

Think multi-billionaire egomaniac Lex Luthor was bad? Wait until you meet President Luthor. Once the deadliest man in Metropolis, Luthor's view from the Oval Office makes him the deadliest man on the *planet*. Don't be surprised if he goes from a thorn in Superman's side to a dagger as he manipulates Congress and the public to make the U.S. a very unfriendly place for the Man of Steel.



STRANGE BUT TRUE 2000's unusual happenings

The entire staff of CrossGen Comics took Italian lessons to make the transition smoother for artist Claudio Castellini, who was considering relocating to Florida from Italy. Unfortunately, Castellini's tenure at CrossGen lasted one issue. Mama mia.

BEST WRITER

BRIAN MICHAEL BENDIS

Brian Michael Bendis can do it all. And do it well. Just look at his 2000 résumé.

Riding high off the success of his riveting 1999 Eisner-award-winning mini-series *Torso*—the true story of Elliott Ness' search for a serial killer in 1930s Cleveland—Bendis kicked off 2000 in a big way with his *Fortune & Glory* mini-series from Oni Press. The autobiographical account of his hysterical Hollywood adventures led him to pick up the *Spawn* spin-off *Hellspawn* at Todd McFarlane Productions (in addition to his writing duties on McFarlane's crime comic *Sam and Twitch*), which then evolved into his gig writing Image Comics' *Powers*, a comic about regular detectives investigating superhero homicides. It was that same talent to write crime fiction that brought the spotlight on Bendis in the first place.

"There really is no one who writes crime the way he does, and I think *Powers* is a beautiful infusion of the two, nicely balanced," says Greg Rucka, writer of DC's *Detective Comics*. "More than that, I think it's got the potential to be high art."

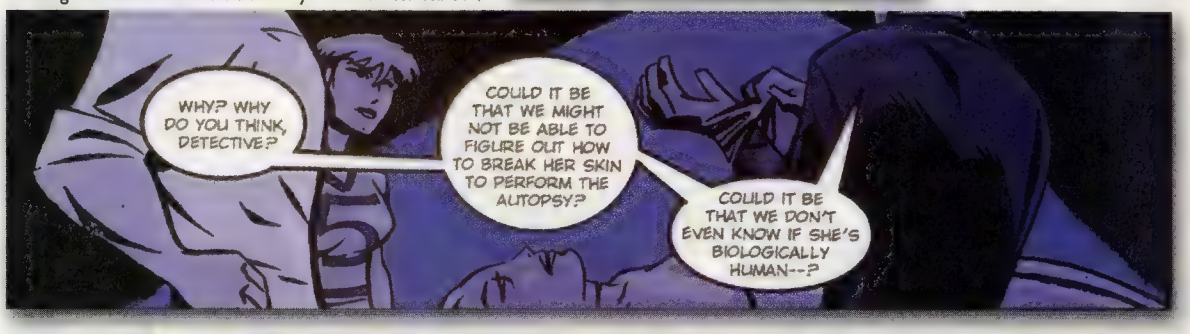
For all his success in the crime genre, the biggest feather in Bendis' cap came when he scored the high-profile gig writing *Ultimate Spider-Man* for Marvel Comics. Bendis, who some comics folks might have considered a niche writer with his penchant for *film noir*-ish crime stories, was charged with revamping Marvel's most recognizable character for a whole new audience.

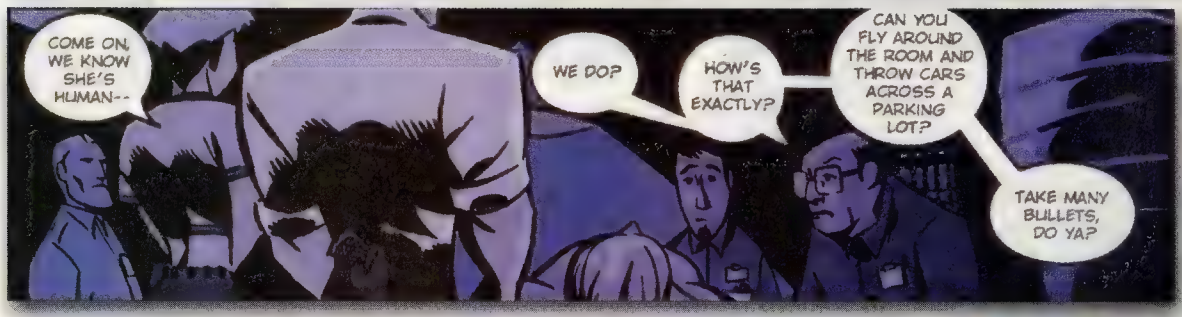
And he executed the idea perfectly.

"There's just something special about Brian's work," says Marvel Editor-in-Chief Joe Quesada, who recommended Bendis for the *Ultimate Spider-Man* job. "It touched a chord with me. His knack for natural dialogue and his ability to get me excited about reading the next issue is just amazing."

With his wide range of writing styles—from crime stories to autobiographical comedy to superhero action tales—Bendis disproves the old notion that a jack-of-all-trades is a master of none.

Heck, maybe that's another old tale that Bendis needs to rewrite.





TALK THE TALK Bendis built his rep on snappy dialogue, shown here from *Powers*.

2001's WRITER to KEEP YOUR EYE ON

BRIAN AZZARELLO

The Vertigo writer, whose work on *100 Bullets* and *Hellblazer* blew fans away this year, stands primed for the mainstream in 2001. Word on the street has Marvel and Top Cow setting their sights on this guy, and the way he weaves spot-on dialogue and gritty tales, it'd be their gain.

Bendis photo: J. Krovatsky

BEST of the BEST 2000

BEST ARTIST
ED McGUINNESS

Ed McGuinness took Superman where he'd never been before—into the next millennium.

And fans took note. When McGuinness' manga-influenced style began on *Superman* #154 in January, he took a 62-year-old character and made him look as fresh and exciting as the latest Japanese import. With a bulky build, bulging biceps, perfect pecs and a chin you could hang your coat on, McGuinness' Superman looks like a *super man*.

McGuinness also transformed Supes' alter-ego Clark Kent from a trim farm boy into a wheat-fed farm hand whose bulk belies the long days of toiling in the fields of Kansas.

And then there's the Man of Steel's supporting cast. The tough-as-nails Lois Lane is drawn as curvaceous as she is tenacious. With arms raised and mouth agape, cantankerous *Daily Planet* chief Perry White enforces the paper's integrity to his intrepid staff. Even once-cheesy villains like Bizarro and Parasite have been pumped up on steroids thanks to McGuinness' drawing hand.

And even the New England native's contemporaries bow to his talent for larger-than-life heroes. *Battle Chasers*' artist Joe Madureira can't get enough of McGuinness' work. "His Superman, to me, is perfection, blending all of the insane anatomy of a Capcom character with the classic features of an old-school Superman. I hadn't read *Superman* in like 10 years, and now I can't miss a month, so what more can I say? He rocks!"

And just think, he's only 25 years old. This guy's only getting in his groove!

2001's ARTIST to KEEP YOUR EYE ON

CARLOS PACHECO

He's fantastic, pure and simple. As the current penciler of *Fantastic Four*, Pacheco has qualities that remind us of former *Avengers* penciler George Pérez in that he combines dynamic action scenes with the ultra-detail of drawing individual bricks in background buildings. And there's also his dynamic perspectives and expressive characters, which give the world's greatest comic magazine the classic art it deserves.

STRANGE BUT TRUE 2000's unusual happenings

Kevin Smith claims Disney "screwed him" for postponing his "Clerks" cartoon from March to June on ABC to open more airtime for the ratings juggernaut "Who Wants to be a Millionaire." Only two summer episodes aired before ABC pulled the plug.

BEST MOMENT

IRON MAN ARMOR KILLS WHIPLASH

Tony Stark could do nothing but watch his enemy die.

Trapped within his now-sentient Iron Man armor in *Iron Man* #28, the hero watched in horror as fists—his fists—pummeled the villainous Whiplash's face to a toothless, bloody pulp. Fists he could no longer control.

How did it come to this? It started when the armor was blindsided by both lightning and a Y2K bug which granted the armor its artificial intelligence. Now a much different armor than Stark had created, he chose to run tests on the "living" armor, which was one of the world's most powerful weapons *before* it gained sentience. Caught up in his techie curiosity, Stark ran the tests from inside the armor, believing he would be the only one at risk.

He was wrong. Dead wrong.

Soaring high above the ocean, Iron Man ran into Mark Scarlotti, a.k.a. Whiplash, a souped-up super-assassin who'd previously beaten Shell-head to within an inch of his life. "Remembering" the pain of their last encounter, the armor kicked into overdrive, anticipated Whiplash's attacks with uncanny precision and ruthlessly disassembled the villain's gear.

His own battlesuit destroyed by Iron Man's titanic blows, Whiplash cried out for mercy.

"Silence," the armor commanded, continuing to pound on Scarlotti.

Stark ordered the suit to pull back—an order the armor simply ignored.

"He is a bad man, Tony. He hurt us."

And so Stark, a prisoner in the armor that's saved his life dozens of times over, could do little more than watch as his iron-clad hands slapped, punched and pummeled Whiplash's head like a speedbag.

"You were right, Tony. It's the little things," the armor said. "The little things that end up killing you."

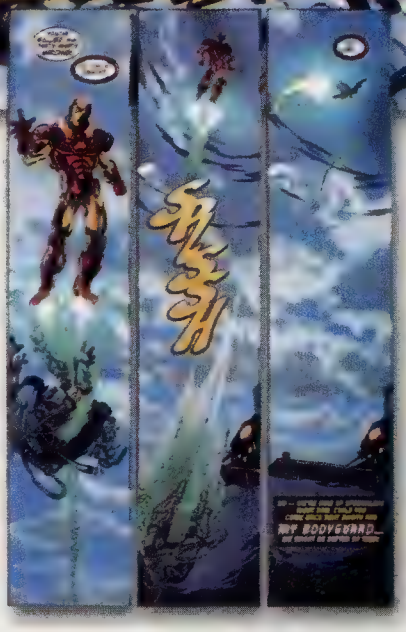
As Scarlotti's limp body dangled in the air, the armor eyed its handiwork with curiosity.

"What's wrong with Whiplash, Tony?" it asked. "I'm shaking him, but he won't wake up."

"You've killed him!" Stark yelled. "You've killed him, that's what's wrong!"

And as the armor floated into the sky, it dropped the carcass into the sea and said, "So this is death?

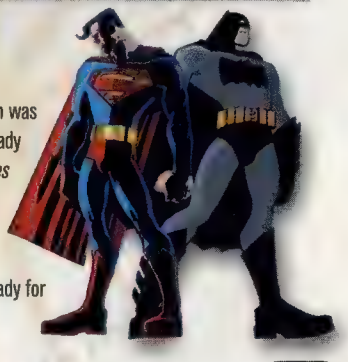
"Oh, well."



2001's MOMENT to KEEP YOUR EYE ON

DARK KNIGHT VS. SUPERMAN

Think the battle between Superman and Batman was huge in *Batman: The Dark Knight Returns*? Get ready for round two in *Batman: The Dark Knight Strikes Again*. Batman group editor Bob Schreck played it coy but did say, "If you thought Bruce and Clark had their 'issues' the last time around...well, you ain't seen nothin' yet! Get ready for something completely different."



BEST of the BEST 2000

BEST NEW CHARACTER

ULTIMATE PETER PARKER

The star of *Ultimate Spider-Man* ain't the hero in the costume…it's the kid underneath it.

Marvel's Ultimate revamp has put the friendly neighborhood wall-crawler back on the tip of every comic fan's tongue, but it's *Ultimate*'s Peter Parker who deserves most—if not all—of the credit.

Granted, this 15-year-old Peter hasn't even donned the Spider-suit yet—but it doesn't matter. A mask doesn't change who Peter Parker is at the core. And *Ultimate Spider-Man* captures the essence of the Peter Parker created way back in 1962, snagging the best of the original character with the worries and anxieties of a 21st-century teen.

Everybody knows what it's like to be picked on, laughed at and singled out. Everyone's felt like a loner, an outsider or a dork. We've all been Peter Parker at one time or another. And through his Ultimate adventures, we've all shared his growing pains (well, except for the whole spider venom running through the bloodstream part). It's that unquestionable empathy which makes us care about him so darned much.

The result? A hero for the new millennium, a little guy for all the other little guys (and girls) to root for.

We smiled every time Peter blushed when he and Mary Jane Watson locked eyes from afar. We frowned when we learned Harry Osborn's using Peter to do his homework. We cringed when Flash Thompson challenged Peter to a fight in *Ultimate* #2…and we all cheered when Peter broke Flash's hand.

Okay, so cheering Flash's pain may have been something of a guilty pleasure, but we deserve the fun.

So does Peter.

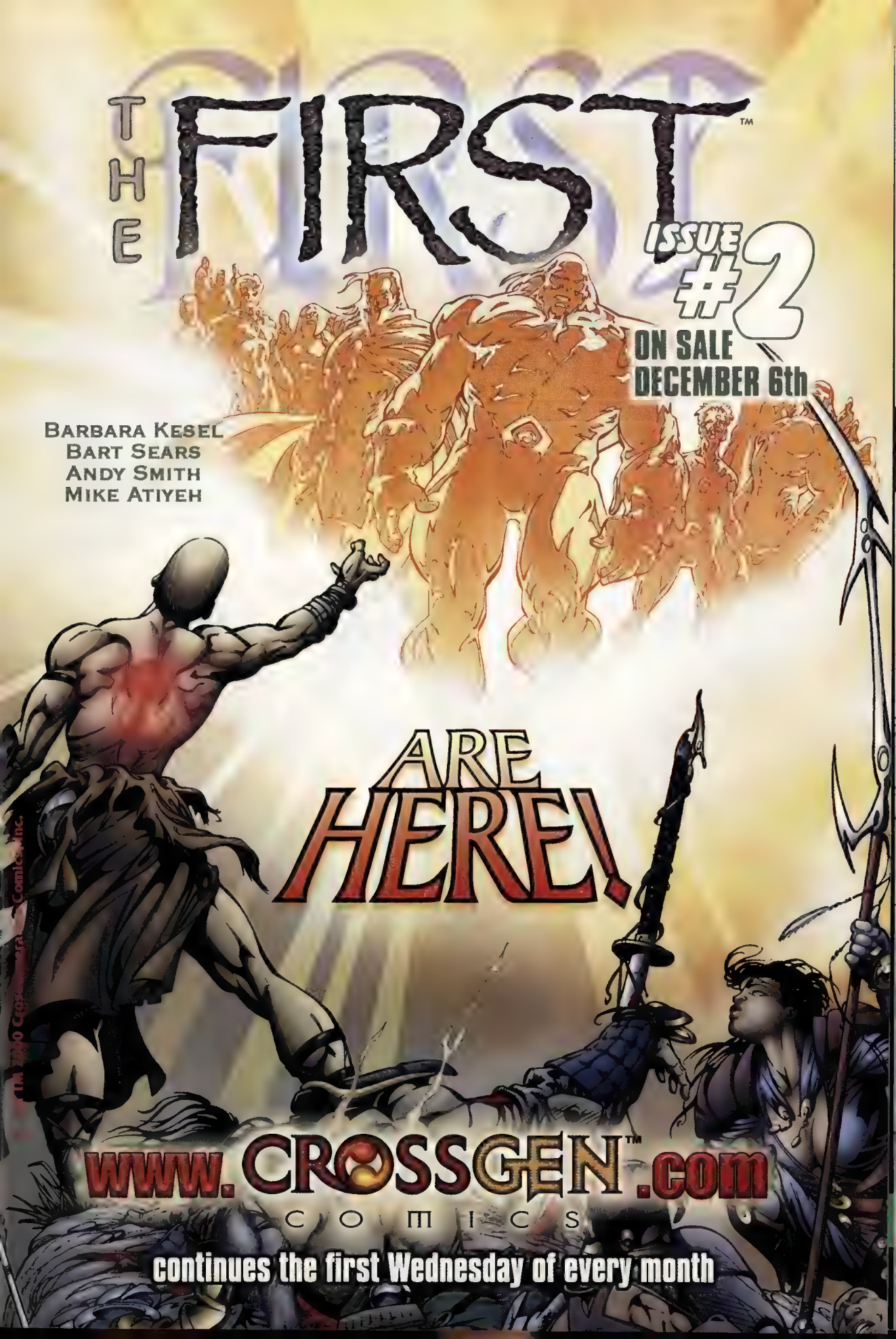
2001's NEW CHARACTER to KEEP YOUR EYE ON

?????????

If you're looking for the inside track on a character that hasn't even been created yet…yer outta luck, pallie. Try back next year.

STRANGE BUT TRUE 2000's unusual happenings

Millionaire Mark Alessi built a state-of-the-art facility for new comics publisher CrossGen Comics in Tampa, Fla. It includes bunk rooms, showers, a game room and free beer. Woo-hoo!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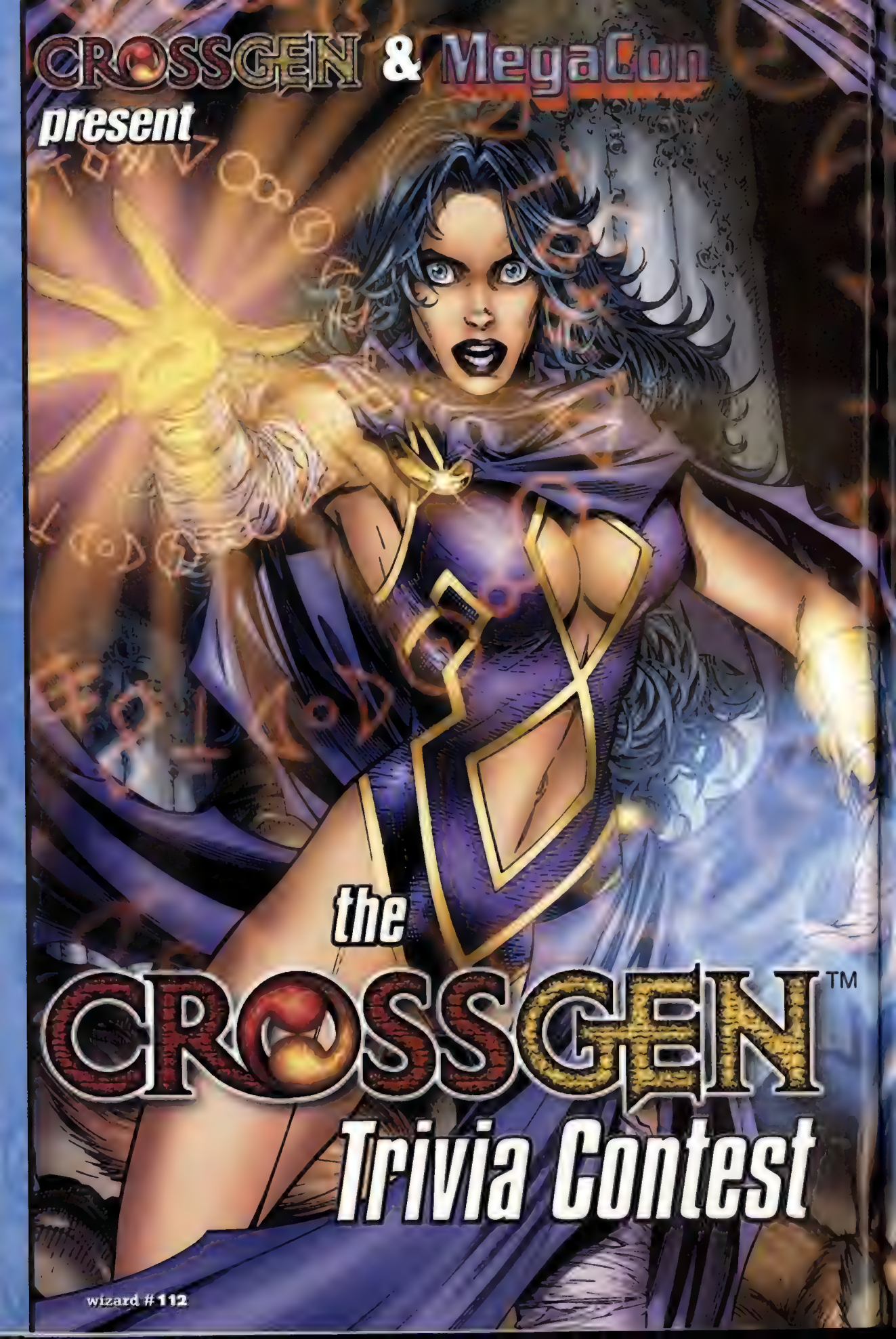
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wizard #112

PRIZES

GRAND PRIZE (1): One reader and a guest will win round trip airline tickets, hotel accommodations and two 3-day passes for the MegaCon Convention in Orlando, Florida—March 2-4, 2001.

FIRST PRIZE (10): Ten readers will win all five CrossGen #1 issues signed by the creative teams plus a CrossGen T-shirt.

Wanna win a trip to sunny Orlando, Florida and meet with your favorite comic book creators at MegaCon? Just answer the trivia questions below, put your answers on the entry form, stick it in an envelope and drop it at the post office. We'll choose randomly from all the correct entries and pick the winners. Hurry, before you miss your chance at fun in the sun!

1. What is the name of the Guild of which Genevieve wishes to become the Master?
2. What type of creature is Giselle's furry friend?
3. What is the name of the Sultan's wife who goes missing?
4. What is the name of Sam's spaceship?
5. How old is Ethan?
6. What is the name of the female character who rescues Ethan from his prison cell?
7. What is the name of the city in which Sephie was born?
8. What is the name of Sephie's uncle?
9. What is the name of the race of god-like beings who oversee the CrossGen Universe?
10. What is the name of the mark that appears on all the main characters and is also the CrossGen company symbol?

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Fill this out and put it in an envelope. Send it to:

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DEADLINE IS JANUARY 31, 2001.

LEGAL CONJURINGS

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, CrossGeneration Comics, their immediate families and The First. Print your name, date of birth, address, city, state, zip, e-mail address and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "CrossGen Trivia Contest", c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by January 31, 2001. Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on random drawing by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than February 9, 2001. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about February 2, 2001.

For a list of winners, available after February 2, 2001, send a self-addressed stamped envelope to: "CrossGen Trivia Contest" Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118.

CrossGen Trivia Contest Entry Form

CONTEST DEADLINE Jan. 31, 2001!

Name _____ Date of Birth _____

Address _____

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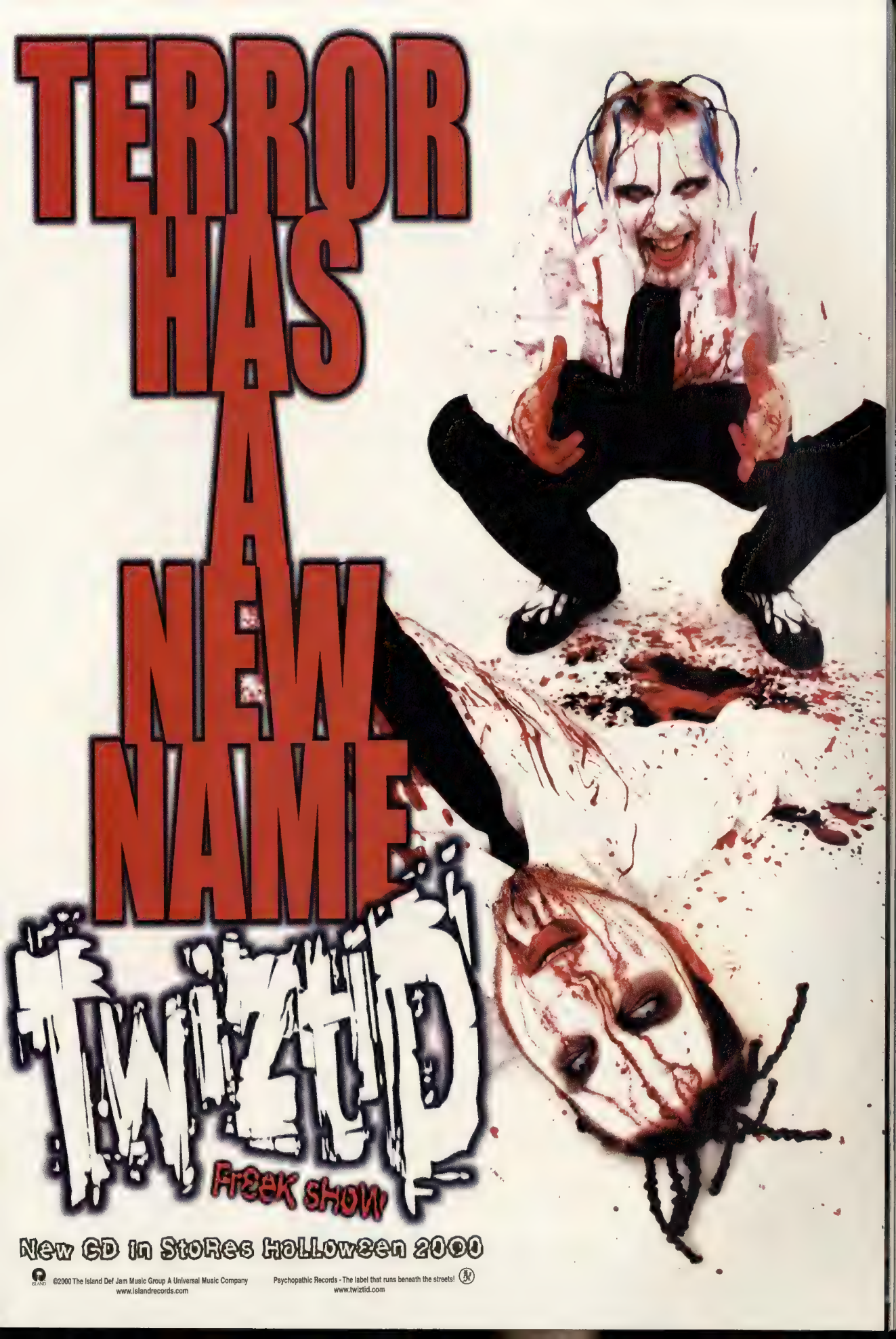
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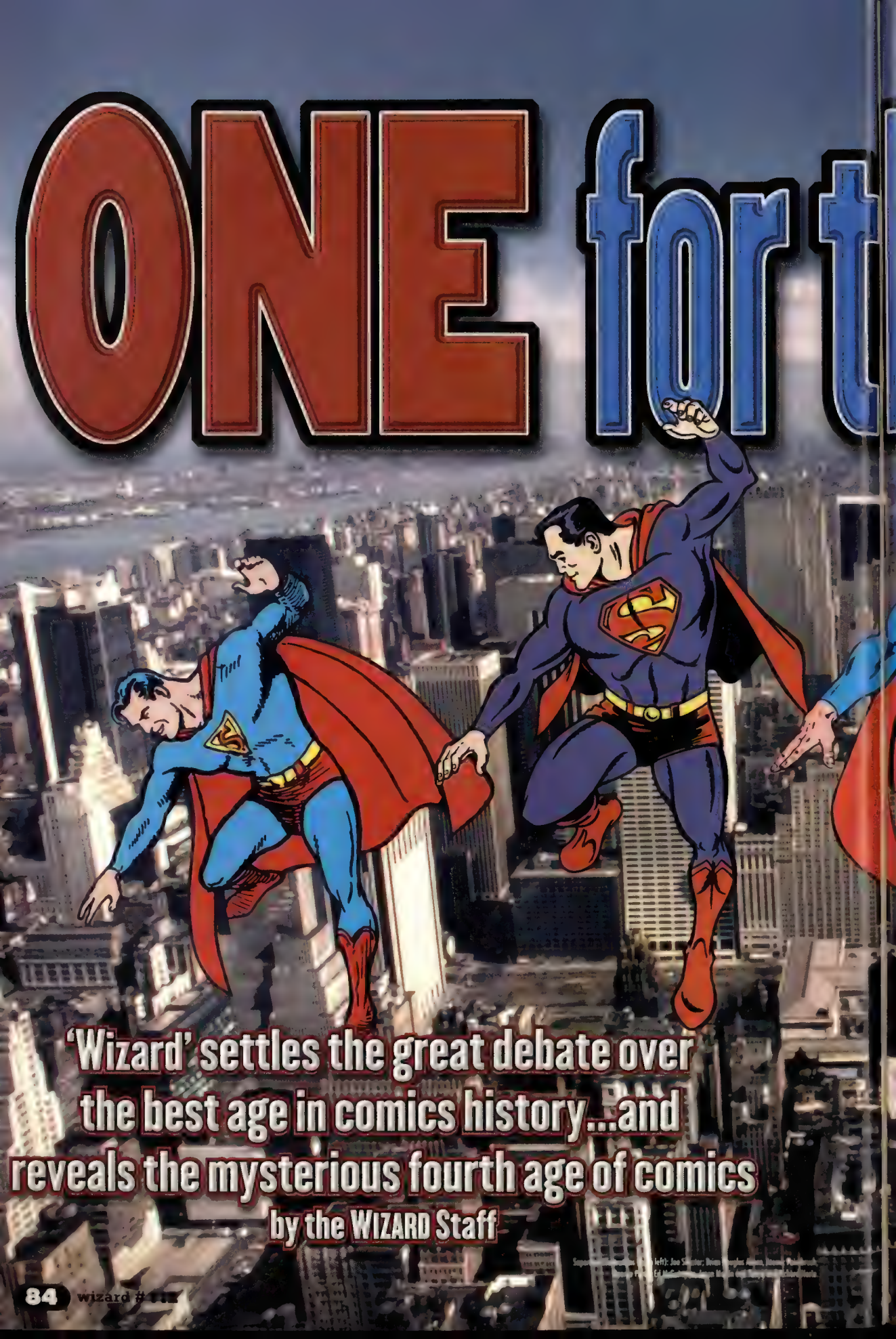


'Wizard' settles the great debate over the best age in comics history...and reveals the mysterious fourth age of comics

by the WIZARD Staff

he AGES

You've heard all the age-old debates. Who's a better home run hitter—Babe Ruth or Mark McGwire? What's a better beverage—Coke or Pepsi? Who's hotter—Britney Spears or Christina Aguilera?

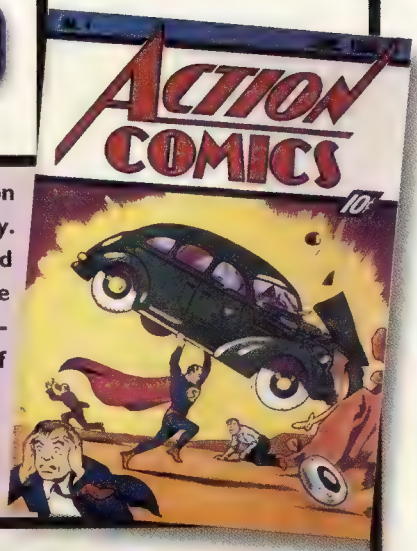
The burning debate we hear around the WIZARD offices centers around comics. (Yeah, we gotta get out more.) We often ask ourselves, "Which comic Age is the greatest?" Is it the Golden Age when comics first got their start? Or the Silver Age which kickstarted a comics revolution? Or possibly the Modern Age, highlighted by seminal works like *Watchmen* or *Batman: The Dark Knight Returns*?

WIZARD settles the debate once and for all as we give you the lowdown on each age—the good and the bad. Then we round 'em all up for a title bout smackdown. And as a super-duper, extra bonus: After nearly three decades, we finally define the elusive third *and* fourth ages of comics.

You should be paying *us* for all this good stuff.

GOLDEN Age

1938-1955: "A Humble Beginning"



THE DEAL While America languished in the Great Depression in the late 1930s, comic books needed an identity. They existed since the early '30s (during what some historians dubbed the Platinum Age), but struggled to break out of the shadow of the more popular daily newspaper strip counterparts. It took a Man of Steel to rescue comics and send the medium soaring to new heights. In summer of 1938, the hero called Superman showcased amazing powers fighting for truth, justice and the American way. His striking debut would forever impact the landscape of American pop culture as the comic books and superheroes that followed the Man of Steel still endure.

THE GOOD

GOLD RUSH As Batman and Robin used their wits to fight crime, Marvel successfully launched in 1939 (inset) as Timely Comics.

THE BIRTH OF THE SUPERHERO With a nod to the Greek and Roman legends of myth, Superman's debut in 1938's *Action Comics* #1 represented America's first costumed superhero. With powers beyond that of mortal man, Superman paved the way for the Batmans, Spider-Mans and Spawns that we follow today. Ironically, Superman was first conceived as a villain by creators Jerry Siegel and Joe Shuster. Luckily, they kept that idea under their hats.

THE DARK KNIGHT With the success of Superman, DC debuted Batman in 1939's *Detective Comics* #27. He differed from the Man of Steel–instead of relying upon superpowers, the Dark Knight Detective employed a keen mind, a terrifying costume and crime-fighting gadgets to solve crimes. One gadget that you won't see him carry today: a handgun, which he used liberally to kill criminals in his early appearances.

MARVEL COMICS LAUNCHES The company that would eventually make stars of Jack Kirby and Stan Lee was actually called Timely Comics when its first comic *Marvel Comics* #1 was released in October 1939. The comic starred early versions of the Human Torch, Sub-Mariner and Ka-Zar–but all three heroes were revamped when Lee and Kirby renamed the company Marvel in the 1960s.

THE PATRIOTIC HERO As World War II raged throughout Europe, patriotism leaped to the fore and comics seized the fervor by unleashing red-white-and-blue icons like Timely's Nazi-smashing Captain America. In a prophetic turn, Cap's Axis-fighting days began a whole nine months before the U.S. enters the war when the Japanese bomb Pearl Harbor.

THE FIRST SUPER-TEAM Before X-Men, JLA and Avengers, DC took its modestly successful solo heroes in 1940 and teamed 'em up in *All-Star Comics* #3–a novel idea back then, believe it or not. DC made a team outta heroes like Flash, Green Lantern and Hawkman to create the Justice Society of America, comics' very first team.

GOLDEN AGE TIMELINE

June 1938 The Golden Age begins with *Action Comics* #1

May 1939 Batman debuts in *Detective Comics* #27

October 1939 Marvel Comics born as Timely Comics

September 1939 England and France declare war on Germany

November 1940 Justice Society of America, comics' first team–debuts

March 1941 Captain America–comics' most patriotic hero–debuts fighting Nazis

December 1941 U.S. enters World War II after Pearl Harbor bombing

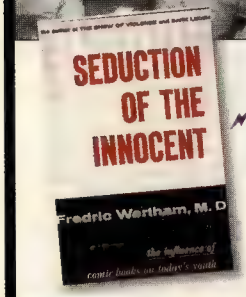
August 1945 U.S. drops the Bomb and as a result Japan formally surrenders

THE GOOD (cont'd.)

EC COMICS A syringe poking into an eyeball? Rotting flesh dripping from a living corpse? Severed heads in the mail? Welcome to the horror and crime comics of EC, which wildly entertained its audience with the macabre and bizarre in the early 1950s. So much, that it was America's number one comic publisher by setting trends and spawning many imitators. EC met with such success that it even mangaged to reel in adult readers. But it was the young audience that would look at the books that would lead to trouble…

THE BAD

COMICS ALARM THE CONGRESS Blame Fredric Wertham. A psychiatrist by trade, Wertham wrote the 1954 book *Seduction of the Innocent* that claimed comics were responsible for juvenile delinquency, homosexuality and Communism. Spurred by the book, the U.S. Congress got involved and recommended that publishers adopt a self-regulation. The Comics Code Authority was created, which mandated regulations that all but sunk #1 publisher EC Comics by wiping crime and horror comics off the shelves (some say it was done intentionally by rival publishers to break EC's stranglehold on the industry). As a result, the Code not only buried the Golden Age but crippled the industry's momentum into the mainstream–a cut so deep the scar is still felt today.



WITCH HUNT *Seduction* (inset) alerted Congress, which led to rigid restrictions in comics.

CRUDE STORIES Hokeyness littered the Golden Age. Bad stereotypes (Wonder Woman got tied up six times one issue!), cornball dialogue (Quoth the Batman: "Yes, Robin, I've become a human fish.") and poorly named villains (ISIBA, named for the Ice, Stone, Iron and Bronze Ages) roamed far and wide. Granted, 1930s and '40s comics commanded a young audience. But by today's standards, many of the stories are fondly viewed only through the rose-colored glasses of nostalgia.

POLITICALLY INCORRECT Comics in the 1940s reflected controversial and narrow-minded views. Racism abounded on Superman covers with "Slap a Jap" signs. Women like Lois Lane stayed kitchen-bound by baking muffins for Superman. Nazis dumped prisoners into ovens on the covers of Captain America.

ADIOS, SUPERHEROES Low sales led to the disappearance of most superhero books like *Captain America* and *Human Torch*, replaced by western and war comics. Only Superman and Batman would survive the purge. This shift signified the beginning of the end for the Golden Age.

Senate hearing photo: courtesy of Wide World Photo

THE VERDICT

Comics' infancy meant growing pains and the Golden Age had plenty of 'em. If Congressional interference didn't grind EC Comics' raging locomotion to a halt, the Golden Age still leaves us with a lotta "might-have-beens."

a month later, ending World War II

February 1950 Sen. Joseph McCarthy starts his anti-Communist campaign in the U.S.

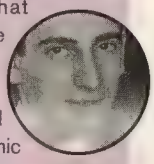
May 1950 EC Comics launches its crime and horror comics

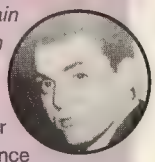
April 1954 *Seduction of the Innocent* author Fredric Wertham testifies before Congress to condemn comics

October 1954 Publishers form the Comic Code Authority with rules for publishers to abide on Congress' recommendation

MOVERS *and* SHAKERS

SIMON AND KIRBY Call them the all-star free agents of the Golden Age, the do-it-all creative team that assured an instant home run. Joe Simon (top) and Jack Kirby worked for all the big boys from Marvel to DC and created hit comic after hit comic like *Captain America*, *Newsboy Legion* and *Boy's Ranch*. And when superhero books started to dry up, the pair pioneered the entire romance comic genre for Prize Comics in 1947. The two parted ways in the mid-1950s.





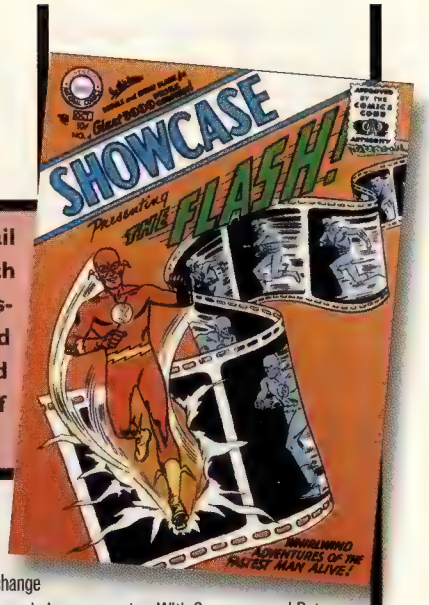
SIEGEL AND SHUSTER These boyhood friends from Cleveland created Superman and created most of his early stories for several years. Siegel also created The Spectre.

KANE AND FINGER The Batman creative team not only created Batman, but his rogues gallery, Robin and Bat-gadgets like the Batmobile.

ALL TIED UP One Golden Age tale had Wonder Woman in bondage six whole times!

SILVER Age

1956-1972: "Comics' Renaissance"



THE DEAL The Comics Code had done everything but nail the coffin shut on the comics industry. But, much like a story out of an old EC Comic, the comics industry would be resurrected by trying to adapt to the Code's rigid restrictions. Red-blooded American superheroes would reemerge as the pre-eminent genre and with the Code looming large, one publisher would take the rules of comic book storytelling...and shatter them.

THE GOOD

SIGN OF THE TIMES Marvel's *Fantastic Four* and DC's *Green Lantern* (inset) showed that superheroes ain't perfect either, a nuance that readers ate up.

HEROES RETURN Wertham's crusade forced publishers to change their ways to feature more wholesome comics. With Superman and Batman serving as the foundations, DC reinvented its classic heroes starting with Flash in 1956's *Showcase* #4. The incredible response to Flash led to a revamping of Green Lantern, Atom and the Justice League of America.

MAKE A NEW PLAN, STAN You'd swear a nuclear bomb hit the comics landscape. With the success of DC's *JLA* team book, Marvel launched its own superheroes in 1961 with Stan Lee and Jack Kirby's *Fantastic Four*. The book broke all the rules–and comics would never be the same again. Marvel's new heroes leaned less toward perfect, and more toward human. The Human Torch dug hot babes and fast cars, Thing griped about his monstrous appearance, Mr. Fantastic rambled techno-babble...not at all like the chiseled Superman and super-rich Batman. And that was the Marvel Way–its heroes had human flaws. Thor's alter ego was disabled, Daredevil was blind and Iron Man used his armor as a pacemaker. But it took Lee and Co. a whole year before the formula was perfected...

THE EVERYMAN He struggled to pay the bills, pushed his girlfriend to the brink of breakup and took grief from his boss. He's Peter Parker, a.k.a. Spider-Man–Marvel's biggest hit after its successful launch of FF. Spider-Man took Marvel's "humanizing" concept to the hilt, making comics' very first everyman. Anyone could relate to Spidey because–just like in real life–a happy ending was hard to come by. Spidey's stardom was so instantaneous after his first appearance in 1962's *Amazing Fantasy* #15 that he became Marvel's icon hero.

THE UNDERGROUND If the counterculture upheaval of the 1960s sparked self-expression, it did the same with comics. Not the Marvel and DC variety–the low-print-run kind known as underground comix. These comics weren't about how to defeat Galactus, but rather what youths *really* thought about: sex, drugs and politics. Homosexuality, reefer-induced hallucinations, masturbation by electroshock...the undergrounds had no taboos. Robert Crumb's *Zap Comix* #1, 1967, is generally considered the first widely recognized underground book. Roughly 5,000 copies were printed, and

SILVER AGE TIMELINE

October 1956
Superhero revival boems with new Flash in *Showcase* #4

July 1961
U.S. astronaut go into space for first time

October 1961
Russia and U.S. on brink of nuclear war during Cuban missile crisis

November 1961
Fantastic Four relaunches Marvel and revolutionizes comics

August 1962
Spider-Man debuts in *Amazing Fantasy* #15

August 1963
Dr. King Jr. gives "I have a dream" speech at Lincoln Memorial

November 1963
President Kennedy assassinated in Dallas

September 1966
"Batman" TV show debuts on ABC

THE GOOD (cont'd.)

Crumb wheeled copies around San Francisco in an old baby carriage, selling the books for 35 cents on street corners.

SOCIAL RELEVANCE Up until the early 1970s, everything was black and white in comics. Good guy fights bad guy, game over. But with social relevance hitting society, so too did it hit comics, leaving heroes to face issues that weren't so clear cut. Racial issues, drug abuse and political disillusionment popped up in *Green Lantern*, *Amazing Spider-Man* and *Captain America*. And though the heroes couldn't necessarily beat these issues as easily as they would bad guys, they left the reader with more to think about than before.

THE BAD

"HOLY @!#%, BATMAN!" Okay, so there was plenty of good about the campy "Biff! Bam! Sock!" antics of the 1966-1968 "Batman" TV show at the time. The program elevated comics in the public consciousness and was so popular, new episodes ran twice a week. But 30 years later, reruns still paint a Dark Knight with an old, cheeseball brush. The final "Biff!" of the show left comics with a black eye.

MARVEL RAISES PRICES Three lousy cents. Not much nowadays, but in 1969 it was a dealbreaker when Marvel raised its longtime price of 12 cents to 15. The industry was in a slump and many young fans were left discouraged. In fact, *Dr. Strange* and *Silver Surfer* were dropped as a result of sluggish sales. This was the first seed planted that would eventually end the Silver Age.

POW! Marvel's price hike in 1969 puts fans in a tizzy (above) while the "Batman" TV show (right) gave comics a mainstream audience...and a black eye.

LEE/KIRBY SPLIT All good things come to an end. So when Jack Kirby acrimoniously exited Marvel in 1970, he not only ended a decade-long partnership with writer/co-plotter Stan Lee, he broke the hearts of Marvel fans everywhere. Kirby wanted to write, draw and edit his own material and fled to DC to do so. Kirby was so embittered, he even wrote a character called Funky Flashman (believed to be his parody of Stan Lee) into an issue of *Mister Miracle*. Though Kirby and Lee worked together again on a *Silver Surfer* graphic novel in 1978, the two have never shared the same amount of creative success when apart.

SHIP SHAPE Due to low sales in the mid-'50s, Marvel sold off its distributing wing. From 1957 to 1968, Marvel Comics were distributed by Independent News Co. owned by...DC Comics. Looking to stifle DC's biggest competitor, INC limited Marvel to no more than eight comics a month that it would distribute. That's why major players like Cap and Iron Man had to share 22 pages in books like *Tales of Suspense*.

MOVERS *and* SHAKERS

LEE AND KIRBY Stan Lee and Jack Kirby were the architects of the Marvel Universe. Together, the writer/artist team created the X-Men, Hulk, Galactus...you name it, and at least one of these guys had something to do with its birth. Only one other guy had a big part in creating a Marvel pillar and his name is...

STEVE DITKO Created Spider-Man with Stan Lee. An intensely private creator, Ditko emerged as the guiding force behind Spidey's look and plotting from 1962-66. Over the years, Ditko became bitter because he felt Lee took all the credit for Spidey's creation. Recently, the two patched up most of their differences, though it's doubtful they will ever collaborate again.

JULIUS SCHWARTZ This all-star editor was the thrust behind many of DC's superhero revivals like Flash and Green Lantern. He would also revamp Batman in the 1964 by adding the yellow circle to the Dark Knight's chest emblem. Schwartz's last great revival was his 16-year run as Superman editor, punctuated by moving Clark Kent from a Daily Planet reporter to a Metropolis TV news anchor.

THE VERDICT

The most creatively fertile time in comics, the Silver Age ran the gamut from the wholesome, idealistic stories of the Kennedy era to the revolutionary and social conscious tales of the late 1960s. Most importantly, it saw the birth and rise of Marvel Comics, still the most dominant force in comics today, and sowed the seeds of creators' freedom–seeds that would bear fruit in the next Age.

June 1967 Hippies flock to San Francisco for "Summer of Love"

January 1968 The Vietcong launches Tet Offensive in Vietnam War leading to numerous war protests

May 1968 Robert Kennedy assassinated a month after Martin Luther King is killed

August 1969 Sex, drugs and rock 'n' roll come together at an outdoor weekend concert in Woodstock, N.Y.

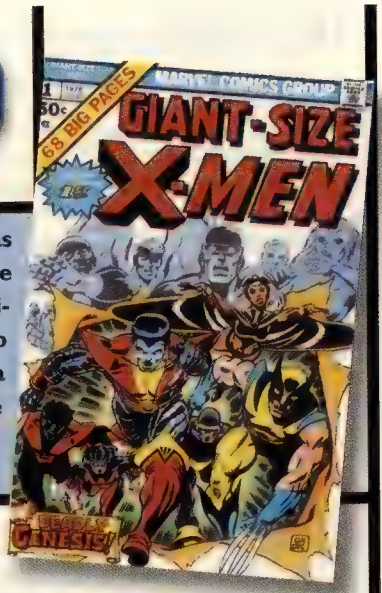
August 1970 Jack Kirby abruptly leaves Marvel for rival DC

January 1973 U.S. agrees to pull its troops from Vietnam

Batman photo: DC Comics

BRONZE Age

1973-1985: "The Pursuit of a New Audience"



THE DEAL Call it the "Age of Repackaging," where old ideas were spruced up for a whole new audience. The X-Men and Teen Titans were revamped to soaring success. DC simplified its entire universe with the mega-story *Crisis on Infinite Earths* to rave reviews. Heck, even Superman hit a whole new audience with a box-office blockbuster movie. Regardless of whether the ideas were new or old, the repackaging ideas worked tremendously...until a team-up book called *Secret Wars* took things too far.

MOTION & EMOTION Elektra's surprise demise enraged some fans, while DC's *Crisis* (inset) delighted fans with a simplified comics universe.

THE GOOD

MUTANT MANIA Marvel's mutants might as well've been canceled. The publisher's *X-Men* title languished with low sales and eventually reprinted old X-Men stories from 1971-1975, until the publisher wanted to see if the team could compete again. The move resulted in an all-new team of international mutants in *Giant-Size X-Men* #1, which relaunched the X-Men title to much fanfare, laying the foundation for the X-empire that still exists today. Many fans aren't aware that Len Wein, not Chris Claremont, created the new members with artist Dave Cockrum. Wein dropped the X-Men after writing two issues when he ascended to Marvel editor-in-chief.

TITANS AMONG MEN Call 'em DC's X-Men. Much like the mutants, DC's Teen Titans collected dust for several years before a 1980 revival caught fire. *The New Teen Titans* worked this time around because it added all-new members to the all-sidekick team, tackled teen issues like drug abuse and runaways and shined with detailed art by George Pérez. *Titans* did so well throughout the '80s that it fought for the top-seller slot with–you guessed it–*X-Men*.

CRISIS MANAGEMENT By 1985, DC's continuity was a mess. It had an Earth-One version of Superman, an Earth-Two version and an Earth-Three version–it made your head spin with parallel dimensions. But to celebrate DC's 50th birthday, DC launched a major clean-up campaign with a year-long mega-crossover titled *Crisis on Infinite Earths*, which transformed it into a singular universe without character clones and simplified the entire muck of DC's "Multiverse." Finally, navigating through DC titles was a breeze, which made them a lot more inviting. You can argue that *Crisis* contributed to the over-commercialization of comics...but at least it served a purpose. DC attracted a whole new audience to its comic line.

SHOCK DEATHS In the Bronze Age, a character's death usually brought the fans alive. To wit: 1) Peter Parker's girlfriend Gwen Stacy died without warning at the hands of the Green Goblin in 1973's *Amazing Spider-Man* #121. 2) In the *X-Men*, team founder Phoenix committed suicide to save the universe in 1980's

BRONZE AGE TIMELINE

March 1973 Peter Parker's longtime girlfriend dies at hands of Green Goblin

August 1974 President Nixon resigns when linked to the Watergate scandal

April 1975 Vietnam War ends when South Vietnamese surrender

May 1975 *Giant-Size X-Men* #1 relaunches mutant team

November 1976 Thousands give Howard the Duck write-in votes for U.S. President

May 1977 "Star Wars" premieres

April 1977 U.S. reports an "energy crisis" with a shortage of gasoline

May 1978 DC "implodes," canceling several of its titles

March 1979 Nuclear meltdown hits Pennsylvania's Three Mile Island Power Plant

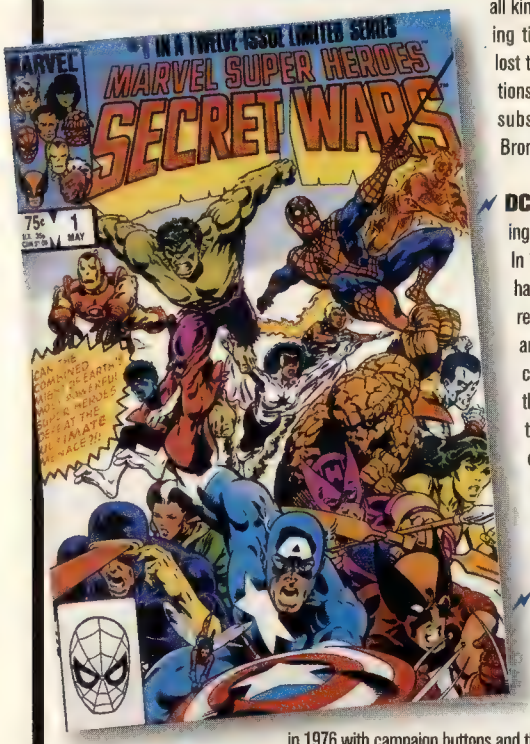
November 1979 Militants seize U.S. Embassy in Iran

THE GOOD (cont'd.)

Uncanny X-Men #137. 3) Writer/artist Frank Miller hard-boiled all of his crime plots to a head in 1982's *Daredevil* #181 when Bullseye killed DD's ex-lover, Elektra, for New York's top assassin gig. It could be argued these tales took comics down a darker path...but they all made for compelling, dramatic comic reading. Fans grew so passionate about the stories, some of the creators received death threats!

THE BAD

CROSSOVER 'WARS' Team-ups were nothing new. It happened every now and then without much fanfare. But when *Marvel Super-Heroes Secret Wars* #1 shipped in January 1984, it created a new event–the crossover. This comic and toy line blitzkrieg corralled every major Marvel hero on one side and every major villain on the other–just to have 12 straight issues of all-out smackdown. It sold faster than Quicksilver, had ramifications in the ongoing books and, yes, smacked of a shameless marketing gimmick. *Secret Wars* sold SO well that it sparked crossover stories of all kinds which would inextricably link ongoing titles several times a year. Team-ups lost their specialness and, with rare exceptions, gave in to overcommercialized hype, subsequently signaling the end of the Bronze Age.



DC IMPLOSION Who thought canceling comics could result in such absurdity? In 1978, DC canceled several titles but still had completed issues for each series. To retain the copyrights of all the characters and stories within, DC made 35 photocopies of the combined issues and bound them into 400-page bundles. Staffers ran the copies to local newsstands so they could be deemed "sold." These bundles, called *Canceled Comic Cavalcade*, have been sold over the years by dealers for over a thousand bucks!

CREATOR FIGHTS Believe it or not, Howard the Duck was so popular in the mid-1970s that he ranked the equivalent of the Punisher. The Marvel fowl's popularity had him running for President in 1976 with campaign buttons and thousands of write-in votes. But with fame came a price: Howard's creator wanted a piece of the pie. Writer Steve Gerber sued Marvel over ownership of the character. Howard artist Frank Brunner left Marvel in a separate and ugly flap. In the end, both creators lost out, but gained the support of fandom. For the first time ever, with conventions and fan magazines prevalent, readers saw behind the curtain...and saw comics as a business that could be ugly.

DUCK AND COVER The short rise of Howard the Duck (right) culminated with a 1976 Presidential bid, while Secret Wars' (above) over-hype signaled the end of the Bronze Age.

MOVERS and SHAKERS

JOHN BYRNE AND CHRIS CLAREMONT As the *Uncanny X-Men* team from 1977-81, they created the era's most popular comic and most lasting legacy. Citing creative differences, Byrne split with Claremont to gain solo stardom writing and drawing his own stories in *Fantastic Four* while Claremont kept *X-Men* on course for a decade.

JOHN ROMITA SR. As Marvel's art director, Romita created Marvel's "look" during the 1970s by illustrating most of the familar artwork for Marvel's licensed products. He not only illustrated several of the publisher's covers, but also designed the first visuals for Wolverine and Punisher.

JIM SHOOTER Shooter oversaw Marvel's second "golden era" as its editor-in-chief from 1978 to 1987. Under his eye, Marvel saw huge expansion with a creator-owned Epic Comics line, the cash-cow *Secret Wars* miniseries, profitable licensed comics like *G.I. Joe* and *Transformers* and a creatively fertile Marvel line. Shooter's downfall came when he launched a new line called the "New Universe" that flopped–he eventually drove off dozens of creators with his reported temper and ego.

THE VERDICT

Creators gained ground, and comics were now firmly entrenched in popular culture. But more than for any creative strides, the Bronze Age will be best remembered as a time when comics "grew up" and publishers flexed marketing muscle to put their wares in front of Middle America.

September 1980 Phoenix commits suicide in *Uncanny X-Men* #137

November 1980 DC relaunches New Teen Titans

March 1981 Two months after taking office, President Reagan is wounded by gunshot

May 1984 *Secret Wars* #1 introduces the mega-crossover

March 1985 The 12-issue *Crisis on Infinite Earths* sets out to clean up DC continuity

MODERN Age

1986-????: "Comics Hit the Mainstream"

THE DEAL The Modern Age kept it real. Whether it's the realistic take on superheroes of *Watchmen*, renegade artists fleeing from Marvel to form Image Comics or a flesh-and-blood Batman on the big screen, comics characters lived large and caught headlines. For the first time, the mainstream looked toward comics as a form of cutting-edge entertainment. The industry steamrolled along until the collector frenzy of 1993 created havoc.

HEADLINE HEROES *Dark Knight* and Image (below inset) made national headlines.

THE GOOD

TRUE GRIT In 1986, comics unleashed its own dynamic duo. Two of the field's biggest stars unveiled signature projects that emphasized grittier heroes in a grimmer world. Writer/artist Frank Miller told the futuristic tale of a fiftysomething Batman coming outta retirement to reclaim the crime-ridden Gotham City in *Batman: The Dark Knight Returns*. Writer Alan Moore's heroes of *Watchmen* were outlawed, but primed to break the law to save the world from nuclear armageddon. The two concurrent DC projects proved so successful they changed the way creators would approach superheroes.

THE NEW SUPERMAN In 1986, Superman needed new life. The then-48-year-old hero's popularity had sunk to new depths. DC wanted to scrape several layers of barnacles off the Man of Steel by rebooting Big Blue from ground zero under the eye of superstar writer/artist John Byrne. This "new" Superman began his heroic career as an adult (not as Superboy), was the sole survivor of Krypton (no Supergirl, Krypto and Beppo), had adoptive parents that were still alive and, thanks to the media attention, commanded a whole new audience of Super-fans. By the time he left the Man of Steel in 1988, it's estimated in sheer volume that Byrne created seven years' worth of Superman stories in only two years.

ALL ABOUT IMAGE Seven renegade comic artists shocked the comics establishment by walking away from mega-giant Marvel Comics to form Image Comics in 1992. Artists Todd McFarlane, Marc Silvestri, Jim Lee, Rob Liefeld, Erik Larsen and Jim Valentino built their own publishing company to create the comics they wanted to draw...and reap all the profits denied them by big-business publishers. The shockwave spread through comics like a brush fire, spurring every creator with a dream to hop on board. Eventually, Image proved too popular–the founding artists took on too much and succumbed to long droughts between issues. With the exception of Larsen, the founders would give up drawing monthly comics in favor of other forms of entertainment.

BAT-MANIA The hype loomed so big, it was chic to wear Batman T-shirts nine months before the movie actually hit. But "Batman" hit and hit hard in June 1989, obliterating box-

MODERN AGE TIMELINE

March 1986
Dark Knight Returns redefines Batman

June 1986
DC revamps Superman with *Man of Steel* mini-series

November 1986
The Iran-Contra arms scandal hits the White House

September 1986
Watchmen #1 gives darker, more realistic take on superheroes

October 1987
Brokers panic as stock market hits record low

March 1989
Exxon Valdez spills 11 million gallons of crude oil off Alaska

June 1989
"Batman" movie debuts

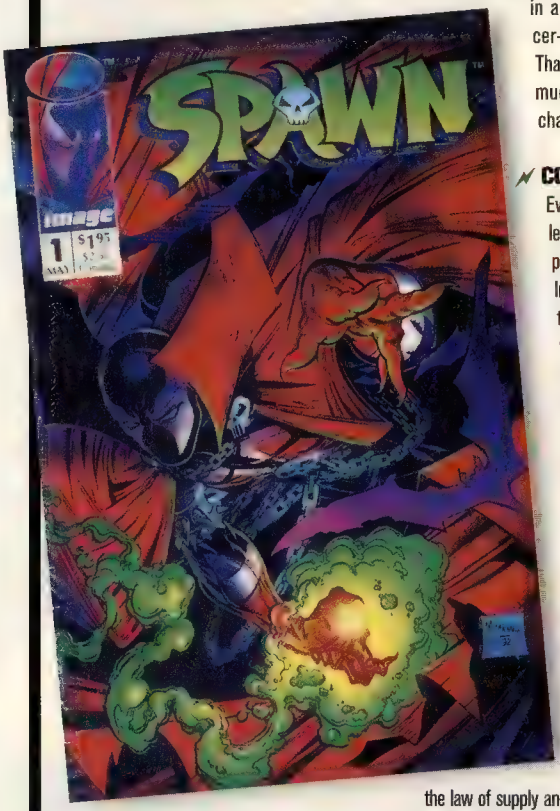
January 1991
Operation Desert Storm frees Kuwait of Iraqi military

THE GOOD (cont'd.)

office records in its wake. The flick leaned more on artsy visuals than story, but audiences thrilled as Michael Keaton's Dark Knight traded fists with Jack Nicholson's Joker. When "Batman" left theaters, it had raked in $251 million domestically and sparked a weekday animated series in 1992 that still airs today.

THE BAD

GRIM 'N' GRITTY The success of *Watchmen* and *Dark Knight* came at a price. Every creator wanted to take the successful formula of adding grit to characters. The result? Once-golden superheroes took on a somber tone leading to uninspired stories. The biggest victim of the "grim 'n' gritty" days: Spider-Man. The wise-cracking hero was trapped in a mental ward wearing a straight-jacket, believed dead for a whole month never appearing in any of his books and caught in a suicide scheme set up by cancer-ravaged foe Kraven the Hunter. Thankfully, superheroes rose from the muck in the mid-'90s for more in-character situations.



COMICS EQUAL FREE MONEY Everyone knows comics can be collectibles with high price tags. But that principle was abused in the early '90s. In 1992, collectors were ravenous for the Next Big Thing. Image Comics' new wave of characters sparked many collectors to buy comics they could someday cash in for big bucks. Superman's "death" issue took America by storm, luring non-collectors into stores to check it out. It amounted to people wanting to cash in on these "rare" collectibles someday and buying comics in the millions. Publishers soaked up absurd amounts of cash like a sponge by churning out more special "event" comics with dazzling cover gimmicks to maintain collector interest. Unfortunately, the law of supply and demand deflated this "speculation" of big money; the more copies printed, the less demand–less demand meant less value. These speculators abandoned comic collecting within a year, leaving the industry an overinflated balloon. And when that balloon burst, it left a wasteland that comics still struggle to overcome.

TRUE GRIT Spawn and even Spider-Man (right) succumbed to the grim 'n' gritty trend sparked by *Dark Knight* and *Watchmen*.

THE VERDICT

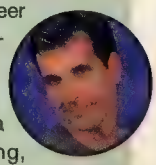
High tech. Big business. Big money. Creatively, comics saw incredible highs (*Dark Knight, Watchmen, Maus*) and numbing lows (19 Image books called Blood-something). But with one multi-million, gimmick-driven, record-breaking print run after another, the current Modern Age probably will probably be remembered not for some of its innovative stories, but for paychecks.

MOVERS *and* SHAKERS

FRANK MILLER Miller took comics into the gutters with urban crime tales. Miller revitalized tired hero Daredevil and saved the title from cancellation in the early '80s. Then Miller's *Dark Knight Returns* blew the doors off comics which put the "dark" back in "Dark Knight." One of his next projects? Believe it or not, a comic on Jesus.

ALAN MOORE Moore scared the pants off the American comics audience with psychological horror on *Saga of the Swamp Thing*, and almost single-handedly laid the foundation for DC Comics' "mature readers" Vertigo line. Moore still does only the projects he wants to do, with himself as the main attraction–and readers always respond. Just witness 1986's *Watchmen*, with over one million copies sold worldwide.

TODD McFARLANE When he formed Image Comics, McFarlane left the big publishers and never looked back. He parlayed his lucrative career built on drawing Spider-Man and turned himself into a million-dollar man. He built an empire: a comics publishing wing, major toy company and a "Spawn" movie and animated cartoon series.



April 1992 Creator heavyweights break away from Marvel to form Image Comics

May 1992 Riots hit Los Angeles after the acquittal of four police officers charged with beating black motorist Rodney King

October 1995 O.J. Simpson acquitted of killing his ex-wife and her friend, ending the 10-month trial

June 2000 "X-Men" movie premieres at #1 at box office

McFarlane: Paul Schiraldi; Wolverine: Twentieth Century Fox

Which AGE is BEST?

You've seen the best in history. And now it's put-up or shut-up time.

The Golden Age? First doesn't always mean best, but a lot of iconic characters were created within it. Silver Age? It toiled under the rigid rules of the Comics Code, yet revolutionized comics techniques. Bronze Age? It remained in the shadow of its predecessor, but repackaged flailing concepts to great success. Modern Age? Brought an intense realism to comics, but also bloated the industry.

All have their moments of greatness, to be certain. But only one Age stands taller than the rest–the Silver Age.

Simply put, the Silver Age blew the barn doors off the comic book industry. It used the Golden Age as its foundation and injected it with a revolutionary flavor unlike anything seen before. Flawed heroes. Social relevance. Biting satire.

What makes the Silver Age all the more amazing is that it still turned the field on its ears despite working within the rigid confines of the Comics Code. The Code forced comics out of entertainment and more toward morality and ethics...yet the Silver Age embraced the restrictions and entertained nonetheless. Instead of relying on the gore and violence of the popular EC Comics, creators Stan Lee, Jack Kirby, Steve Ditko and the other Marvel artists crafted drama through the daily trials and struggles of its heroes. Both the hero AND alter ego shared troubles for the first time.

Sure, the Silver Age had its cheeseball moments–there's no denying that. However, the low points are thought of as blips compared to its high points.

The Silver Age gave comics a nucleus that we're still mining today. The Marvel "humanizing" technique is still at the heart of today's tales. Heck, even most characters have stayed the same, particularly the Marvel players. Case in point: Spider-Man is still basically the same guy in the same types of stories.

Experts say silver is a metal that tarnishes very easily over time. But that's not always true. In comics, the Silver still shines on with no such blemishes in sight.

What age do YOU believe is the best? Voice your opinion on wizardworld.com!

FINAL ANSWER As this spread of superheroes shows, the best Age in comics is the Silver Age.

18 videos: Intergalactic, Shake Your Rump, Gratitude, Something's Got to Give, Sure Shot, Hey Ladies, Looking Down the Barrel of a Gun, Body Movin', So What'cha Want, Sabotage, Shadrach, Three MCs and One DJ, Ricky's Theme, Pass the Mic, Holy Snappers, Root Down, Netty's Girl, and Alive

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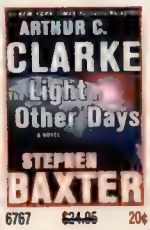

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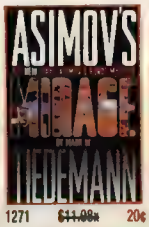

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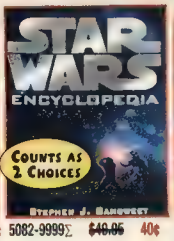

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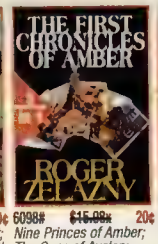

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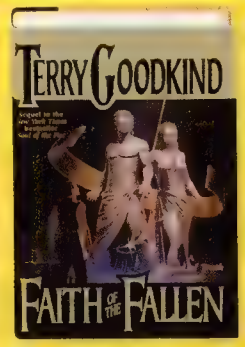

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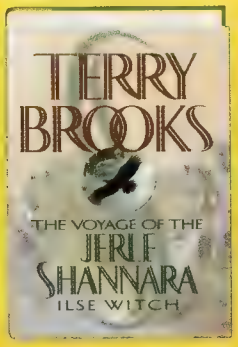

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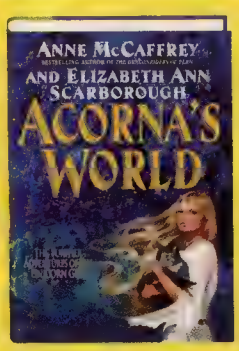

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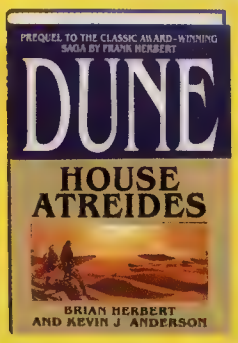

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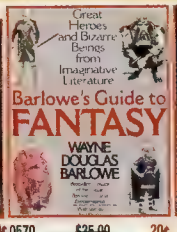

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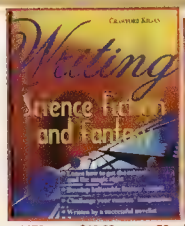

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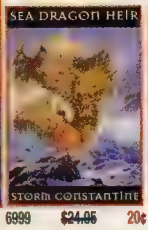

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CASTING call

MARK ALESSI AND THE CROSSGEN STAFF cast the CROSSGEN MOVIE!

While we're still getting our feet wet dealing with all the different movie studios, we figured we'd help point them in the right direction. How? Why, we've gone ahead and cast our favorite actors and actresses in the roles of our favorite comic characters. These choices are so perfect, we'd have Mark pay the actors himself if we had to.

LIV TYLER as GISELLE

The star of *Mystic*, Giselle's a carefree party-girl in her 20s. As best as we can tell, so is Liv—though none of us has ever hung out with her (unfortunately). Giselle's tall and beautiful. We know for sure Liv is as well.

VAL KILMER as SAMANDAHL REY

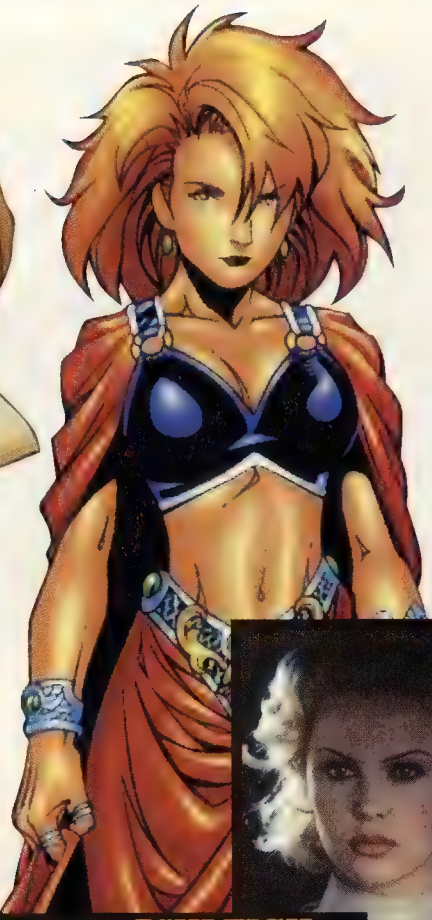
Rey, the quick-thinking, cocky, wise-beyond-his-years pilot from *Sigil*, is a role tailor-made for Val Kilmer. He's shown his cockiness flying an aircraft in "Top Gun," his ability to look cool handling a gun in "The Saint" and his wisdom and fighting skills by playing Batman.

STRANGE BUT TRUE 2000's unusual happenings

Stores that ordered 1,000+ copies of Mike Turner's *Fathom* #12 were promised an in-store signing appearance by the artist. An amazing 31 stores topped the mark and Turner completed 14 of 31 tour stops before suffering a debilitating hip injury.

JULIA STILES as SEPHIE

At 19, Julia's slightly older than the 16-year-old Sephie (*Meridian*), but the resemblance is uncanny. It was her recent role playing the naïve, loving, and innocent Ophelia in the modern-day version of "Hamlet" that really convinced us. After all, that description fits Sephie perfectly.



CHARLIZE THERON as ASHLEIGH

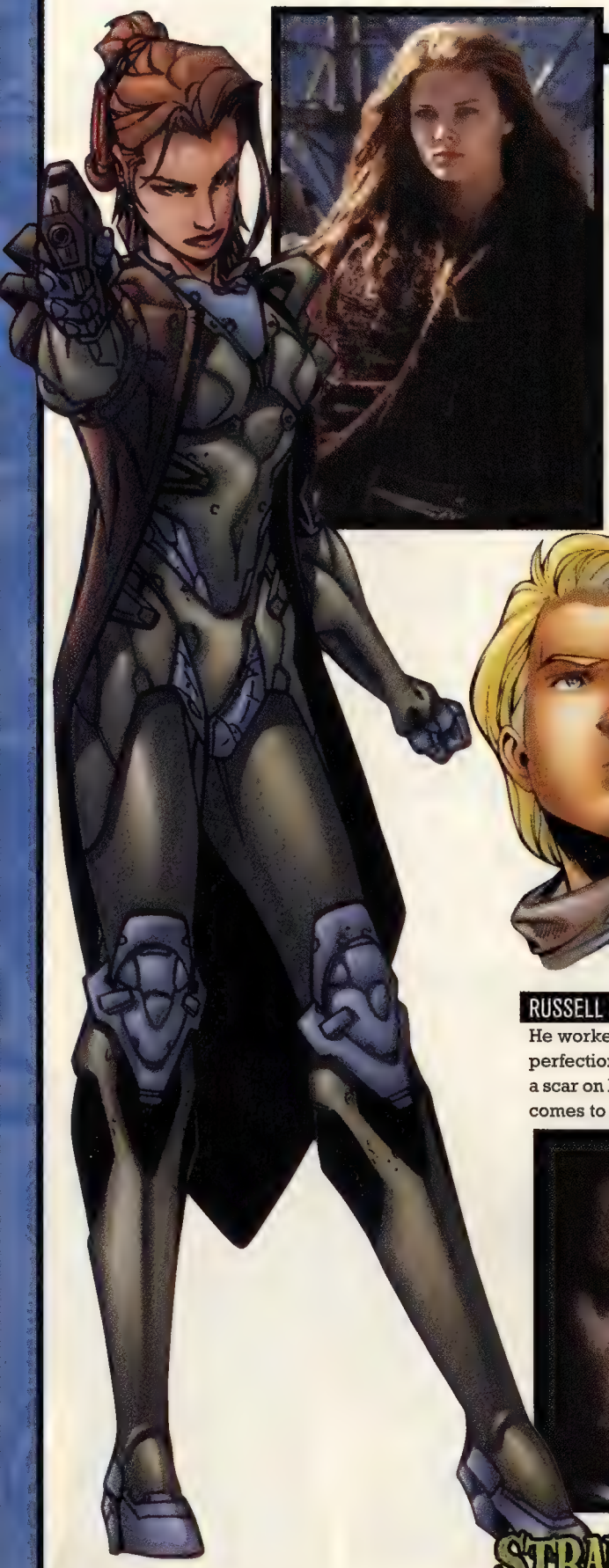
Ashleigh (*Scion*) is as tough as she is beautiful. Theron proved her toughness in "2 Days in the Valley." If she has to prove her beauty to you, then there's something wrong.

AMANDA PEET as ZANNIATI

The Sultan Ronolo's thirteenth wife from *Sigil* could charm even the coldest Saurian with her stunning good looks. Amanda Peet plays that role to perfection in her latest film, "Whipped." Even though the movie stinks, we'd pay again just to see her.

CHARLTON HESTON as ILAHN

Sephie's Uncle Ilahn (*Meridian*) is a take-no-prisoners kind of ruler. Mess with him and feel his wrath. The head of the NRA is the perfect choice for this role. He's one tough mother that we sure wouldn't mess with.



DINA MEYER as ROIYA SINTOR

Before her physical form was killed in *Sigil* #1, Roiya was a tough-as-nails ex-soldier. In "Starship Troopers," Dina Meyer played that same type of role before the bugs made her an ex-soldier as well.

HEATH LEDGER as ETHAN

Heath Ledger is one of Hollywood's hottest actors right now thanks to his role in "The Patriot." While we definitely think his look and actions in that movie make him a perfect Ethan (*Scion*), it was the coaxing of all the women who work here that really sold us.

RUSSELL CROWE as BRON

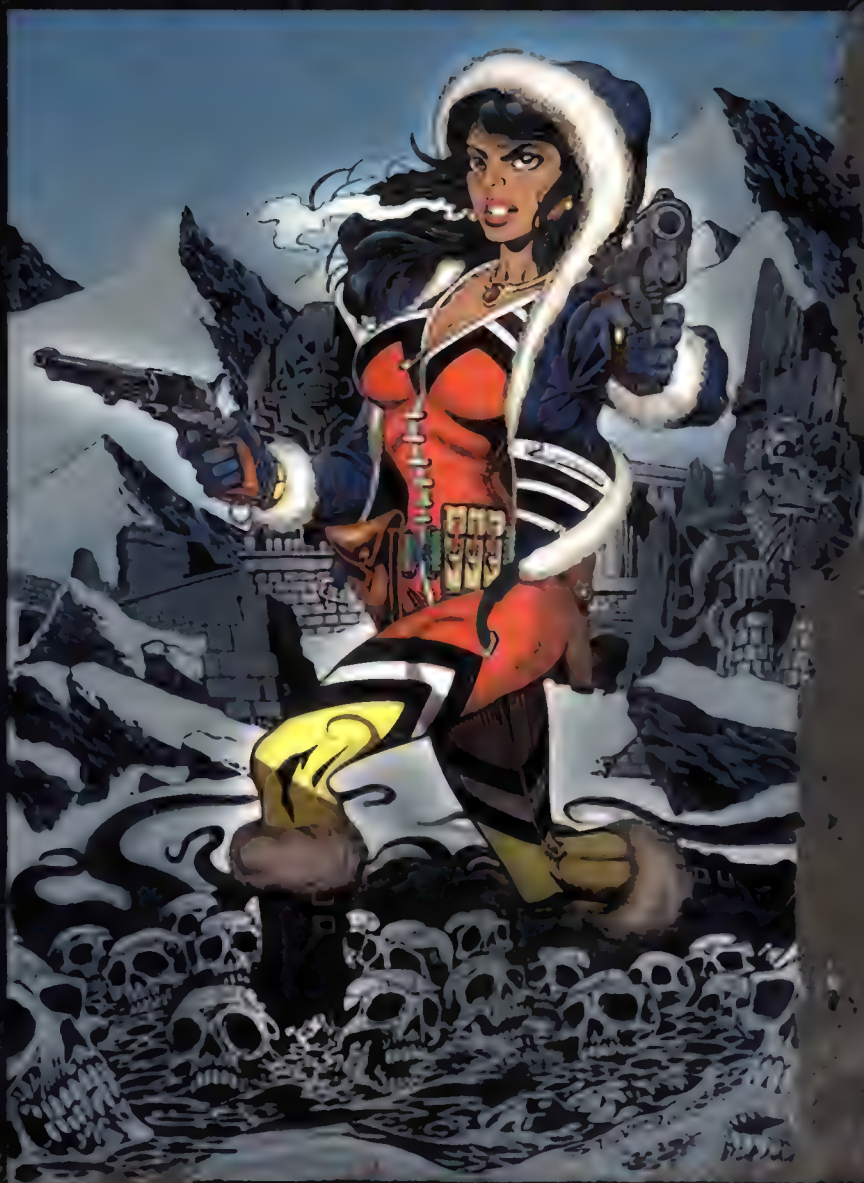
He worked the armor and sword to perfection in "Gladiator." Just put a scar on his face and Bron (*Scion*) comes to life.

CrossGen: William Flakes, Liv Tyler, Val Kilmer, Dina Meyer, Amanda Peet, Heath Ledger, Russell Crowe and Charlize Theron: © Everett Collection; Julia Stiles and Charlize Theron: © Foto Fantasies.

QUIET ON THE SET!

STRANGE BUT TRUE 2000's unusual happenings

Tyler Mane (Sabretooth) nearly knocked Halle Berry (Storm) unconscious during filming of the "X-Men" movie, grabbing her by the throat and slamming her head against a glass window so hard it left her woozy. Mane claims he was just in character.



Taking Over
the Family Business

The Second Life of Doctor Mirage

By Nielsen, Jackson and Lyle

48-page color - $3.95

December 2000

COMING attracti

'GHOST' WRITER

Writer David Goyer hard at work on 'Ghost Rider' script

GO DEPP Actor Johnny Depp's ("Donnie Brasco") in the lead to play avenging demon Ghost Rider.

Holed up in a top secret Wyoming location, screenwriter and comic book scribe David Goyer slaves away penning the first draft of his much-anticipated "Ghost Rider" screenplay.

WIZARD caught up with the scribe a few weeks into his first draft, and the busy writer—who's set to begin preproduction work on "Blade 2" soon, with cameras set to roll around Valentine's Day 2001—shed some light on his plans to turn the Spirit of Vengeance into the next big comic book-cum-movie franchise.

"The script's coming along great," exclaimed Goyer. "I'm having a lot of fun. As I worked out the story with [director] Steve Norrington, I think we were both surprised at how mythic it's become. We both remarked that in some ways the themes were similar to those of 'Blade,' but it just struck us as being a much more mature work."

And more mature then the writer's original take on the hell-spawned biker. Pegged by Savoy Pictures to produce a "Ghost Rider" screenplay nearly six years ago, Goyer was unhappy with his original treatment. Blaming the traditional Hollywood development process for the script's shortcomings, he refused to use the product as a starting point with which to create this new Crystal Sky Entertainment version. Instead, he and Norrington started from scratch, taking a completely different approach to the character.

"I think people are really going to be pleasantly surprised. We're definitely highlighting the curse element," notes Goyer. "It's not a happy story. The Spirit of Vengeance itself is a really horrific figure."

And "horror" is Dimension Films' middle name. As the genre arm of Miramax Films, Dimension (the same company responsible for "Scream" and "Scary Movie") will handle the distribution chores for Crystal Sky Entertainment, which has attached a big-budget number to "Ghost Rider"—about $80 million, to be exact.

Depp, O'Halloran: Everett Collection

"It definitely has many more overt horror elements than 'Blade' did," Goyer continued. "'Blade' I regard as basically being firmly an action franchise. 'Ghost Rider' has a lot more overt horror elements and it also has a kind of modern western quality in the same vein of 'The Road Warrior.'"

While the premise behind "Ghost Rider" (a stunt cyclist sells his soul to the devil and gets tricked into acting as a demonic spirit of vengeance, seeking to avenge those who have suffered at the hands of evil) works as a genre film, the vision of a leather clad, motorcycle riding, flaming skeleton poses more of a cinematic challenge.

"Norrington and I were talking about that," the writer chuckled. "He's probably not always going to be in black leather. We're talking about portraying the Ghost Rider, when he is the Ghost Rider, as a skeleton. We're treating the flames as if there were still muscle and sinew on his body, but it was translucent and the flames comprise the muscle and sinew. It's like if you can envision blue flames constantly coursing over him, but the blue flames kind of form the sinews around the skeleton.

"Also, the flame itself is going to have a performance element so as he gets angrier he's going to sort of flame up even more and when he's calm, it'll die down," Goyer continued. "He's probably not going to speak as the Ghost Rider either, or if he does, it's only going to be one line. He's not going to talk like he does in the comics."

While Goyer has gone on record stating that the film will feature the original Ghost Rider Johnny Blaze, as always, elements change during the writing process.

"It's Blaze's story, although we're actually arguing over a better name—Danny Ketch or Johnny Blaze—because, as Norrington pointed out, it's kind of a little arse to have a character named Johnny Blaze who catches on fire," Goyer joked. "We've been debating that back and forth, but it definitely is Blaze's story. When the movie begins, he already is the Ghost Rider and has already been the Ghost Rider for some time, but we kind of jump back in time. I don't want to say in flashback, but very obliquely in dreams you see a little bit about what happened."

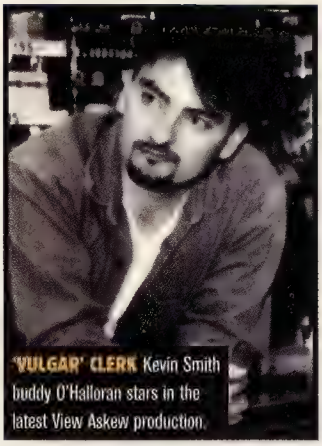
The name of the character's alter ego isn't the only issue up for debate. The film's release date has yet to be determined, and the prospect of WGA and SAG strikes looming in the distance further muddies the picture (see related story on page 106).

Besides that, the starring role has yet to be cast. The original press release put forth by Marvel and Crystal Sky Entertainment (dated May 2000) claimed that producers were looking to seat Johnny Depp upon the fiery motorcycle—a move that Goyer at one time said was "perfect casting." However, the writer recently confirmed Internet rumors claiming discussions were underway with Oscar winner Nicolas Cage (whose name has also been attached at one time or another to "Superman" and "Iron Man" feature films). While all parties involved are keeping quiet as to the film's star, Goyer did reveal that "Jon Voight is attached as a producer and he might play a part in the movie." ■ ERIK MORO

ALAS, POOR GHOST RIDER After writing the movie script, David Goyer knows him well.

VIEW ASKEW GETS 'VULGAR'

'Steve-Dave' does directorial debut



'VULGAR' CLERK Kevin Smith buddy O'Halloran stars in the latest View Askew production.

Move over, Kevin Smith. There is a new star at View Askew.

Bryan Johnson, the View Askew shipping-and-receiving employee who's had bit parts as "Steve-Dave" in several Smith films, is going behind the camera. Johnson has written and directed "Vulgar," a movie about View Askew's clown mascot. After the flick was screened at a Toronto film festival, Lion's Gate quickly snapped it up. A summer 2001 release is planned.

Vulgar, played by Brian O'Halloran (Dante from "Clerks") is a kids' party clown who's down-and-out. "So he starts offering raunchier versions of his service for bachelor parties, frat parties and so on," Johnson revealed. Trouble hits the first time out of the gate for Vulgar, as a trio of thugs beat him up and leave him for dead. "He contemplates leaving the profession, and even gets suicidal," Johnson said.

Enter an astute TV executive (played by Kevin Smith) who sees value in Vulgar. He gives the clown his own TV show, which proves wildly successful. But things go bad when the thug trio returns to blackmail Vulgar, threatening to expose him as the "raunchy clown."

Johnson is happy with his debut flick, and also happy with View Askew's UPS scales. "I like it here," he says. "I'd also like to try more writing and directing. We'll see." ■ JIM McLAUCHLIN

RUNNING WITH THE BULL

Mainframe produces first images for upcoming 'Gatecrasher' cartoon

It's no Bull—the "Gatecrasher" cartoon is running wild. Mainframe Entertainment, the animation production company behind the show, released the first design images for the cartoon, which is currently being shopped to Fox Kids' Network in hopes of getting it on the air for a September 2001 release. Stay tuned for more info and images as they become available!

TWO OF A KIND Alec Wagner and Commander Hazard don't exactly see eye to eye. Hazard's a tough-as-nails warrior and Alec's just looking for the next party. Even though he knows it's his responsibility to help save the world, he'd rather be out on a date than jumping through portals to other dimensions.

HAZARDOUS MATERIAL Hazard's the older woman in Alec's life. Maybe if she wasn't so busy busting his balls and making sure he was ready for the next big fight, she'd see he has a little crush on her. Although she's annoyed by Alec's constant whining and carrying on, Hazard sees a little bit of the warrior in Alec.

PARTY CRASHER Alec's half human and half alien. In fact, his dead father was one of Hazard's best friends in the alien-fighting Split-Second Squad. His dual heritage does have some advantages, including a keen ability to improve on almost anything electronic—but when it comes down to it, Alec would rather be revving up his PS2 than making a new weapon.

'MAGE' CASTS MOVIE SPELL

Matt Wagner flick set to fly

"Mage," Matt Wagner's modern take on old myth, is set to weave its magic on theater-goers.

Spyglass Entertainment, a division of Disney, has assigned a budget of nearly $70 million for a feature film based on writer/artist Matt Wagner's groundbreaking and influential comic. "Mage" is slated to begin filming in Toronto in February 2001.

"It's 'The Hero Discovered' storyline," said Wagner, referring to 1985's original 15-issue *Mage* series. "What's so wonderful is that it's a definite adaptation. John Rogers managed to follow the exact spirit of the comic. If you haven't read *Mage* in years and your memories are vague, you'd think this was an exact panel-by-panel adaptation."

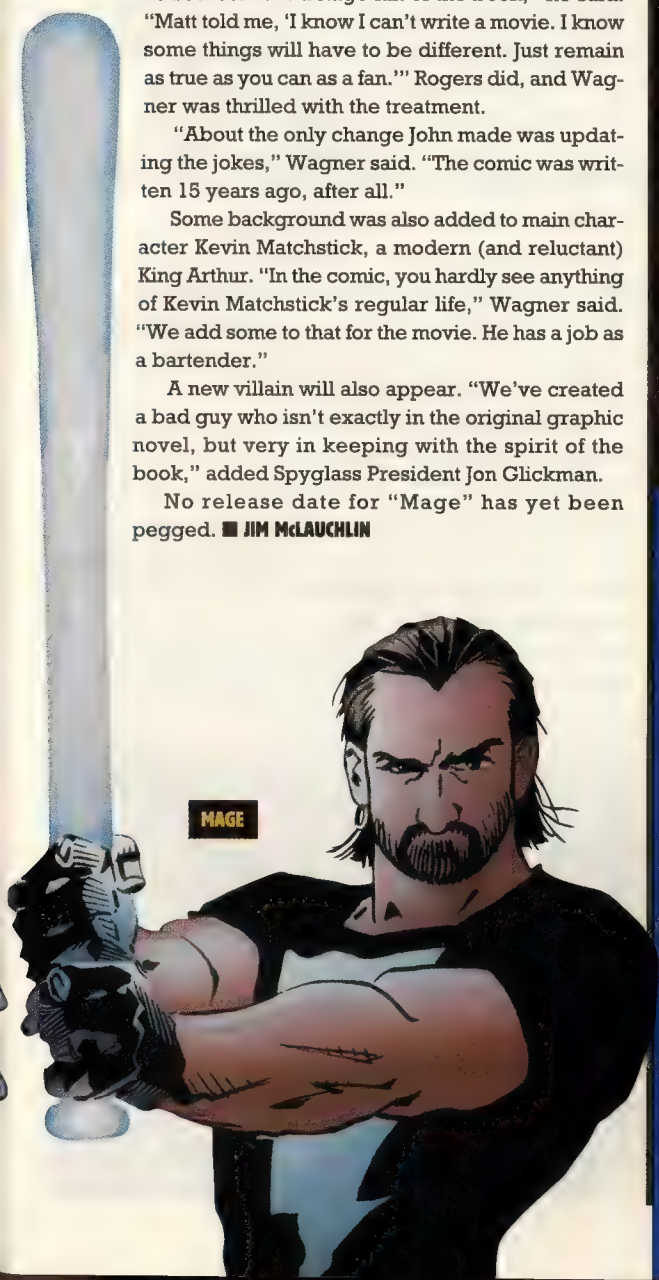
Screenwriter Rogers, one of many storytellers influenced by Wagner, was more than happy to adapt from the source. "I'm a huge fan of the book," he said. "Matt told me, 'I know I can't write a movie. I know some things will have to be different. Just remain as true as you can as a fan.'" Rogers did, and Wagner was thrilled with the treatment.

"About the only change John made was updating the jokes," Wagner said. "The comic was written 15 years ago, after all."

Some background was also added to main character Kevin Matchstick, a modern (and reluctant) King Arthur. "In the comic, you hardly see anything of Kevin Matchstick's regular life," Wagner said. "We add some to that for the movie. He has a job as a bartender."

A new villain will also appear. "We've created a bad guy who isn't exactly in the original graphic novel, but very in keeping with the spirit of the book," added Spyglass President Jon Glickman.

No release date for "Mage" has yet been pegged. ■ JIM McLAUCHLIN



Set Sail For
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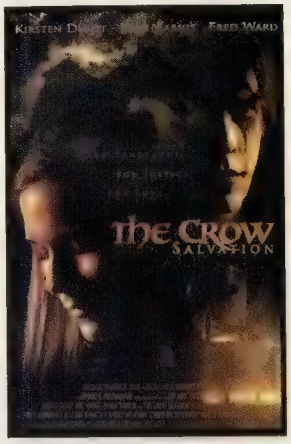
All proceeds benefit the Comic Book Legal Defense Fund and help protect free speech in comics.

FANS CAWING OVER 'THE CROW'

Organized boycott to protest film's 'mistreatment'

Fans of the "Crow" motion picture series are up in arms over what they feel to be the manhandling of the latest installment, "Crow: Salvation."

After a one-week, one-theater run in Spokane, Wash., in mid-September, the film's distributor has decided to send the movie directly to video and/or cable, but official word as to the film's final resting place is still pending. As a result, 12 fan sites scattered throughout cyberspace are calling for a boycott of all Miramax and Dimension films.



"Miramax sent the film here to die," said Frank Guill, Webmaster of CrowFans.com and organizer of the boycott. "The film ran for only one week and received virtually nothing when it came to advertising, except for a short lived movie trailer and a dinky ad in the newspaper."

Ed Pressman, the film's producer, believes that Miramax is targeting the R-rated "Salvation" in the wake of the Federal Trade Commission's report on marketing violence to children. As a result, Guill and his loyal army of Websites are calling for the boycott of Jackie Chan's "The Legend of Drunken Master" (the latest Miramax release), as well as embarking on a letter-writing campaign demanding the nationwide release of the film or its sale to another distributor willing to carry the project.

"Miramax claims that the showing in Spokane was not a token gesture," said Guill. "Yet, they also claim that the decision to cancel the theatrical release was made nine months ago."

While no one at Pressman Films, the production company behind the "Crow" series, is officially connected with the boycott, Guill has been informed that they are aware of the movement and stand behind it. Production on a fourth installment starring rapper DMX is likely to go before cameras early next year. As to whether the film will be distributed through Miramax is yet to be determined. ■ EM

STRIKING DISTANCE

Could comics benefit from the aftermath of a WGA strike?

Isn't it funny how trends have a way of coming back into style?

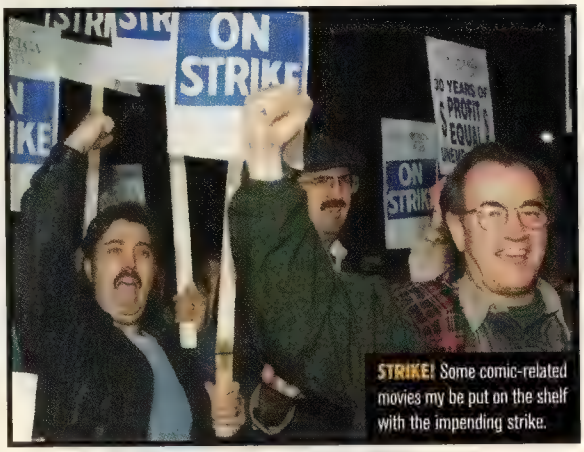
Not too long ago, naysayers were forecasting the utter demise of comic books at the hands of film, television and multimedia entertainment. Yet with an impending Writers Guild of America (WGA) strike set for May 2, 2001, comics may become THE premiere form of entertainment for a visually starved worldwide audience.

While the outcome of a strike would literally halt all film and television production in the U.S., the comic book industry will feel little or no effect. Or will it? For those new to the genre, comicdom has managed to woo a number of Hollywood writers over the past few years—names like Jeph Loeb, Geoff Johns, Kevin Smith and David Goyer.

"The strike may have an effect on the 'Ghost Rider' [feature]," said David Goyer, current writer of DC Comics' *JSA*. "I'm working on 'Ghost Rider' now trying to get a draft done. The financiers are under the hope that the movie can happen before the strike, but I don't really see that happening. I've just finished my last issue of *JSA*—#25, the end of the Hawkman story. There are still two more storyarcs that I want to do, so in a perfect world I'll come back and this would coincide with the writers' strike."

This mentality of turning to comics in order to make ends meet during the strike may contribute to an upsurge in the number of titles written by Hollywood professionals. But perhaps Jeph Loeb, writer of the monthly *Superman* title and soon-to-be-live action feature "Blast," summed it up best: "I think that if [the strike does happen] I would continue to work in comics and other areas that don't involve areas covered by the Writers Guild. I think one of the touchstones of a strike is that it enables writers to go home and sometimes write what it is that they want to write, just not for anybody to see until after the strike is over."

Stemming from the recent Screen Actors Guild (SAG) and American Federation of Television and Radio Artists (AFTRA) strike against advertisers (who reached a tentative three-year agreement as of press time), the WGA has taken up against Hollywood over the way revenues generated from cable, video, foreign sales and the Internet are being split. While a formal strike declaration hangs on a study looking into how this money is currently being divvied up, an item appearing in the WGA's July newsletter advises its members: "If you have a TV staff-writing job, begin putting money away now. If you make a feature deal, bank every penny you can." ■ EM



STRIKE! Some comic-related movies my be put on the shelf with the impending strike.

AP Photo

TRAILERS...

'SPIDEY' UPDATE Kate Hudson, star of "Almost Famous," has reportedly passed on playing Mary Jane Watson in "Spider-Man to take a starring role in the war drama "Four Feathers." In other "Spidey" casting news, James Franco ("Freaks and Geeks") is reportedly in negotiations to play Harry Osborn.

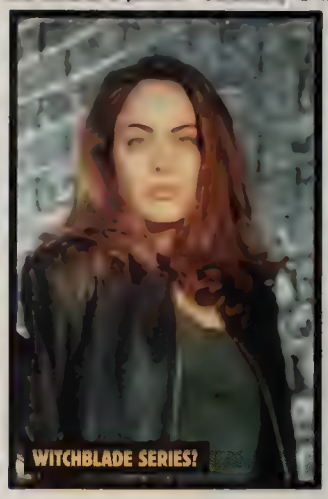
J.R. JR. DOES THE SUNDANCE *Incredible Hulk* and *Amazing Spider-Man* artist John Romita Jr. is entering the movie biz. John Jr. helped produce and storyboard "I Just Draw," a 30-minute short film about Romita's friend Paul Power, a 20-year veteran of movie storyboarding. "It's autobiographical, with a couple of twists on the truth," Romita said. The film has been entered at the prestigious Sundance Film Festival, where Romita hopes he and Power will win some awards...or at least some recognition. "Paul and I just want to get into this business. We're not adept at screenwriting–yet–but we can tell stories." So will "I Just Draw" soon be at a theater near you? "That depends on what happens at Sundance," Romita said. Judging takes place in late December.

WONDER WOMAN

BACK TO THE DRAWING BOARD! The first draft of Warner Bros.' "Wonder Woman" movie script was so bad it was immediately trashed before anyone even sent it to DC for input. Don't expect that "WW" flick anytime soon.

'LEGION' LANDS AT DIMENSION Dimensions Films has acquired the rights to produce a film based on the former Marvel-Epic Comics' property Alien Legion, created by Carl Potts. The film is set to be produced by Don Murphy and Angry Films, and Dimension has tapped J.D. Zeik ("Ronin") to pen the script. The story tells the tale of a young man who gets disowned by his family who then decides to join this intergalactic version of the Foreign Legion, a group made up of a vast array of alien races.

NEW JMS TV SERIES According to published reports, Showtime has ordered a pilot for "Jeremiah," a new sci-fi series from executive producers J. Michael Straczynski (*Rising Stars*, *Midnight Nation*, "Babylon 5") and Joe Dante ("Small Soldiers"). The series, coming from Lions Gate, is based on a foreign comic series about a virus which wipes out every pubescent human on Earth.


WITCHBLADE SERIES?

WEEKLY 'WITCHBLADE'? Bet on it. Neither Top Cow nor TNT will confirm, but rumor has it positive ratings will lead to TNT picking up a 13-episode commitment for "Witchblade." The Warner Bros.-produced "Witchblade" television movie starring Yancy Butler was seen in 3.5 million households in its debut, making it the highest rated telefilm for the week of Aug. 21-27.

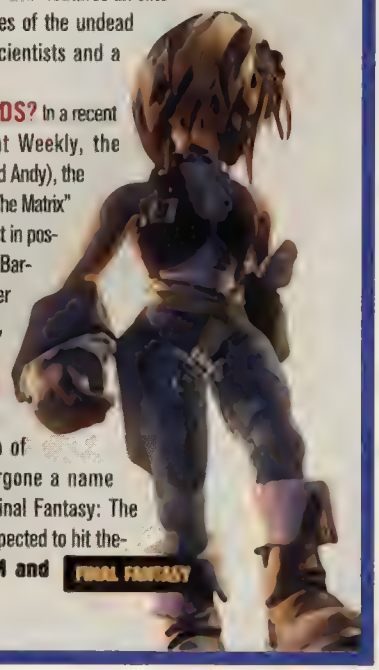
PARK AS IRON FIST?

A DAY IN THE PARK Ray Park, best known for his roles as Toad in "X-Men" and Darth Maul in "Phantom Menace," states on his official Website (www.raypark.com) that he's in negotiations to take roles in the upcoming "Green Hornet" feature as well as a live action "Iron Fist" movie.

'RESIDENT' DIRECTOR Paul Anderson ("Mortal Kombat," "Soldier") has signed to direct his own screenplay for a live action film based on the hit video game, *Resident Evil*. "Evil" features an elite military squad fighting hordes of the undead created by unscrupulous scientists and a wonky super-computer.

FROM SCI-FI TO SWORDS? In a recent interview in Entertainment Weekly, the Wachowski Brothers (Larry and Andy), the writing/directing team behind "The Matrix" franchise, mentioned an interest in possibly updating the Conan the Barbarian film franchise. No other details were mentioned, but, hey, it's cool to dream, right?

'FINAL' NAME CHANGE The upcoming Sony Pictures Entertainment feature film of "Final Fantasy" has undergone a name change. The new title is "Final Fantasy: The Spirits Within," but it's still expected to hit theaters in summer 2001. ■ **JM and the Wizard STAFF**


FINAL FANTASY

dot.comics

COOL COMICS-RELATED STUFF ON THE INTERNET

VOLCANIC ERUPTION

Comics, multimedia and music merge in Eruptor.com's relaunch

Change is coming.

It's been a little over a year now since Eruptor.com (**http://www.eruptor.com**) debuted on the Internet, offering an assortment of high-octane games, wild adventures and other multimedia innovations to Web surfers. But now, say the people behind the scenes, it's time for a little change.

Like what? Well, when the new version of the site launches December, it'll sport all-new areas dedicated to merchandise, chats, music and even downloads for personal data assistant (PDA) devices like the Palm Pilot. In addition, Eruptor.com also plans to present the debut of new band Flood Nine, fronted by former Marvel artist Jeff Henderson, before their album even hits stores. Consider it a sneak peek!

SITE FOR SORE EYES Aside from new attractions and content, the new Eruptor.com will still feature Eruptor Girls like this Witchblade look-alike.

Fans of the original site shouldn't worry, though; much of the existing content will remain. Current favorites that'll carry over include "Jonni Nitro," a spy adventure featuring actress Olivia D'Abo; "The Marty Show," a strange and interactive talk show featuring even stranger guests; the "Eruptor Girls," a section dedicated to spotlighting the hottie of the week; and of course, Eruptor's relationship with comics company Top Cow Productions, in which they hold exclusive rights to present the Cow's properties online, including *Witchblade*, *The Darkness* and *Aphrodite IX*.

So why the change? "We want to stay fresh," says Matt Edelman, senior VP of content. "On the 'net, we're able to refresh ourselves every six to nine months, so why not? We can respond to feedback quickly, and it allows us to take advantage of new technology."

And taking that technology and combining it what with Eruptor has to offer is a good old-fashioned formula for success. "Eruptor.com exists to entertain the same people who buy comic books and play video games by expanding upon their entertainment experience," says Brad Foxhoven, CEO & president. "[We're] creating a world where their favorite traditional characters now roam and grow within an interactive online community."

Going "interactive" is the next step Eruptor.com wants to take, what with the chats and the PDA downloads, which include interactive characters called "portapets." Portapets—animated characters you can interact with and take everywhere your PDA goes—have proven to be a big hit for Eruptor in the past.

So while some of the aspects of Eruptor.com will remain, it'll be the changes that will make it a site to behold, its creators promise. Be ready...it's coming. ■ **RICH LANE**

Eruptor Girl and Bendis by Paul Schmidt

SURFREPORT

CREATORS' FAVORITE SITES

"For my favorite comedy writers outside of comics, I visit icebox.com (http://www.icebox.com). I also visit the 'Original Sports Night Scripts' site (http://members. aol.com/Graecia13/origscripts.html) because I'm a HUGE fan of the TV show. Then there's my official message board (http://www.wfcomics.com/boards/bendis/), which is an excellent forum for fans to keep in touch with me and each other through intelligent conversation. I usually visit after writing all day to treat myself."

–*BRIAN MICHAEL BENDIS*, writer of *Ultimate Spider-Man* and *Powers*

STRANGE BUT TRUE 2000's unusual happenings

In DC's *Authority* #13, a Captain America-like soldier was glimpsed sodomizing someone, which reportedly ruffled feathers at Marvel. And a Lobo-like character in *Deadpool* #41 generated some unhappy phone calls from DC.

HOT BABE OVERLOAD

Flood of surfers causes comics superbabe site to relocate

Okay folks, from now on, one at a time—no pushing. It seems that the mad rush to check out the photomanipulation sites featured in issue #110 resulted in a nervous breakdown for one of them.

"Comic Book Babes Brought to Life," a site that features photos of real-life people doctored to look like comics superheroes, reported that the article brought so many surfers that it crashed after about a 1300 percent traffic increase.

"I was averaging 700-800 a day before the article," says the Animator, owner of the site. "The average for the week WIZARD [#110] came out was around 10,500. Now it's zero."

As a result, the Animator had to move the site to two completely new servers. The new addresses are **http://comicbabes.warp0.com/** (that's a zero, as in warp "zero," not an oh) and **http://comicbabes.4mg.com/**.

Just take it easy this time, huh? We don't like to use these great powers of ours for destruction. ■ RL

SURVEYSAYS...

ONLINE QUESTION OF THE MONTH

THE X-MEN MOVIE ASIDE, WHICH DO YOU THINK WAS THE BIGGEST STORY IN THE COMICS INDUSTRY THIS PAST YEAR?

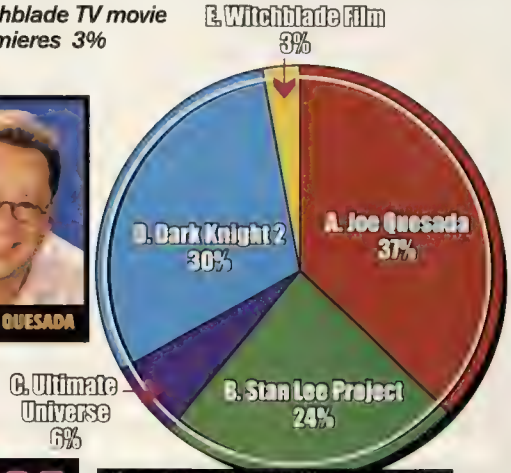
a. Joe Quesada becomes Marvel chief 37%

b. DC announces Stan Lee project 24%

c. Marvel launches Ultimate Universe 6%

d. DC announces Frank Miller's Dark Knight sequel 30%

e. Witchblade TV movie premieres 3%



To get in on the next WIZARD poll, visit wizardworld.com and cast your vote.

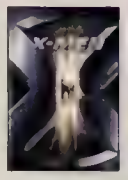
ONLINEDATEBOOK

MARK YOUR CALENDARS

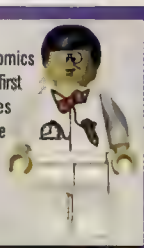
FRI DEC 1 — **1878:** First telephone installed in White House. Batphone not yet an option. Check out **www.mannichtwuss.de** for a great Batman site.

SAT 2 — **1901:** Gillette patents the first disposable razor. Ghost Rider nonplussed. **www.geocities.com/Area51/8713/index.html**

SUN 3 — What, you didn't get the X-Men DVD yet? Go to **www.amazon.com** and get yours today!



MON 4 — LEGO Comics ships its first two titles this month! Go to the official LEGO site at **www.lego.com**



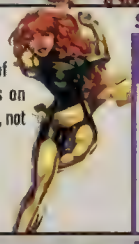
TUES 5 — **1933:** Much to future hooch gobbler Tony Stark's chagrin, Prohibition is repealed. **www.advancediron.com**

WED 6 — *Fantastic Four* #38 ships. Jeph Loeb takes over writing duties and gets his dollar. **www.eliteentertainment.net/fantasticfour**

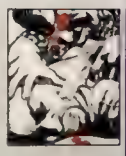
THURS 7 — **BIRTHDAY:** Shiri Appleby of "The Thirteenth Floor" and "Roswell," 1978. **www.shiri-appleby.com**

FRI 8 — **BIRTHDAY:** Erik Larsen, 1962. Check out the Image co-founder at **www.savagedragon.com**

SAT 9 — **1985:** 3 inches of snow falls on Phoenix, 1985 (Arizona, not Jean Grey). **hem.passagen.se/hggblom1/phoenix**



SUN 10 — Nobel Peace Prize is awarded. Agent Graves of *100 Bullets* not on short list. **www.comicbookresources.com/features/azzarello**

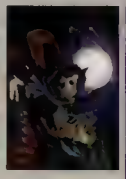


MON 11 — **BIRTHDAY:** Internet movie guru Harry Knowles, 1971. Pay him a visit over at **www.aintitcoolnews.com**

TUES 12 — **1953:** Chuck Yeager reaches mach 2.43. "Big deal," yawns The Flash. **www.hyperborea.org/flash**

WED 13 — Tommy Yune draws Abbey Chase in DC/Wildstorm's *Danger Girl: Kamikaze!*, shipping today. **http://members.aol.com/tommyyune/**

THURS 14 — All this month, DC presents eight issues of Batman crossover goodness in the "This Issue: Batman Dies!!!" event. Check out **www.dccomics.com**



FRI 15 — **1914:** The first ham radio club is formed. "Mmm...ham," says Homer Simpson. **www.krustylu.com**

SAT 16 — Wanna know who all those characters are in that cool "First" poster you got with this ish? Check out **www.crossgen.com** for the answers.

Look by Paul Schmidt

INSEARCH OF...

THE COOLEST AND WACKIEST SITES ON THE WEB

THE PUNISHER?
http://www.thepunisher.com/
This fan site has got everything you need to know about Frank Castle—and then some! Appearances, merchandise, articles, it's all here.

BLACK SUPERHEROES?
http://community2.webtv.net/CrashMan2G/africanamericansuper/
From Bishop to War Machine, this is the ultimate tribute to African-American science fiction and comics superheroes.

FLATULENCE?
http://www.ifarted.com/
Because, let's face it, passing gas is funny, and we here at WIZARD seem to be experts on floating them air biscuits. Here's an appropriate Website we found devoted entirely to this bodily function.

A CRUSH?
http://www.ecrush.com/
Do you admire that hot cheerleader from afar? Have you fallen for your best friend? All you'll need is their e-mail address and this site does all the work!

WHEN TV SHOWS SUCK?
http://www.jumptheshark.com/
It's the moment when Oliver joined "The Brady Bunch," and yes, when Fonzie jumped a shark with his motorcycle on "Happy Days." They're the moments our favorite TV shows suddenly go bad. Relive them here.

GOOD TV ADS?
http://www.adcritic.com/
It's got some classics like the Budweiser "Wazzzzup?" commercials as well as the top 10 current ads.

OBSCURE BANDS?
http://www.ubl.com/
Almost every band-related Website is linked through here—from official sites to cool fan sites—and if it ain't, it either doesn't exist or it ain't worth visiting.

ONLINE DATEBOOK CONT.

MARK YOUR CALENDARS

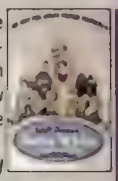
SUN DEC 17 — 1903: Wright Brothers fly for first time at Kitty Hawk. For more on another famous Kitty (Pryde, that is), check out: www.kittypryde.com/nemforums

MON 18 — BIRTHDAY: Steven Spielberg, 1946. Check out a great essay on the themes in his films at: www.lochnet.net/bozweb/sp

TUES 19 — BIRTHDAY: Original "Buffy the Vampire Slayer" Kristy Swanson 1969. For all your Buffy comics needs visit www.darkhorse.com

WED 20 — *Ultimate X-Men* #1 in stores today. "New mutants for a new age!" Check out www.marvel.com

THURS 21 — 1937: The first feature-length animated film, "Snow White," is released. Get the real skinny on her at www.scils.rutgers.edu/special/kay/snowwhite.html



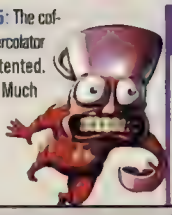
FRI 22 — Hanukkah begins. Download Adam Sandler's "Hanukkah Song" at webit.simplenet.com/audio/chanukah.ram

SAT 23 — EVENT: First case of space motion sickness, 1968. "I hear that," says Starman. Check out the Starman Compendium at members.aol.com/nachro2/starmenu.htm

SUN 24 — 1964: Shooting begins on the pilot for "Star Trek." Check out this hot site on the lost alien races of the original series izan.simplenet.com/lostrace.htm

MON 25 — X-MAS DAY. Check out this master list of Hallmark's superhero Christmas ornaments: www.raithspace.com/Bibliographies/HTML/Rhode/rhode_hallmark.html

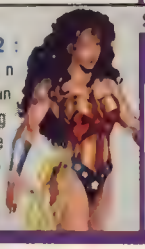
TUES 26 — 1865: The coffee percolator is patented. Check in on Too Much Coffee Man at college.antioch.edu/~pbradley/tmcm



WED 27 — *JLA* #50 ships. Extra-sized issue featuring the work of 10 different artists! Oh, and Mark Waid writes. www.geocities.com/TheTropics/1185/league.html

THURS 28 — BIRTHDAY: Stan Lee, 1922. See what Stan is up to at www.stanleemedia.com

FRI 29 — 1852: Woman arrested in Boston for wearing pants. "Try a blue girdle with white stars," suggests Wonder Woman. www.greathera.com



SAT 30 — BIRTHDAY: Jason Behr of "Pleasantville" and "Roswell," 1973. Check out his official site at www.jasonbehr.com

SUN 31 — NEW YEAR'S EVE. Check out this 2001: A Space Odyssey site www.modemac.com/2001

Gotta favorite comics site you'd like to see us cover? E-mail us at datecomics@wizardworld.com

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BASIC TRAINING

PAUL WEE SHOWS YOU

HOW TO DRAW THE SIMPSONS

Photo: Paul Wee

Welcome! This month I'll be showing you some of the basic and finer points of drawing America's (and much of the world's) favorite family, the Simpsons! First of all, the show is based on creator Matt Groening's personal cartooning style, which was a series of highly characteristic doodles. It was the job of the original animators on the show, David Silverman and Wes Archer, to take Matt's noodly, chunky style and develop it into a set of specific rules for all of the crew to produce the show with consistency.

Drawing animated characters—or anything else, for that matter—should be pretty much the same, whether it's a super-detailed rendering or a seemingly simplistic animated character. Animation styles are deceptively simple because of their relatively minimalistic appearance, but that actually makes it much more difficult! Learning to say more with less is the ultimate goal for any artist. (Especially if you have to draw it thousands of times to animate it!)

THIS MONTH'S SPECIAL INSTRUCTOR

FORM FOLLOWS FUNCTION

It's helpful to remember that although the Simpsons appear somewhat flat-looking, they are actually much more dimensional and rounded.

They're composed primarily of solid, basic shapes like balls and cylinders (**Fig. A**). A mastery of drawing these shapes is a prerequisite for drawing anything. Draw your characters as if they're see-through, to construct whole shapes (**Fig. B**).

A

B

C

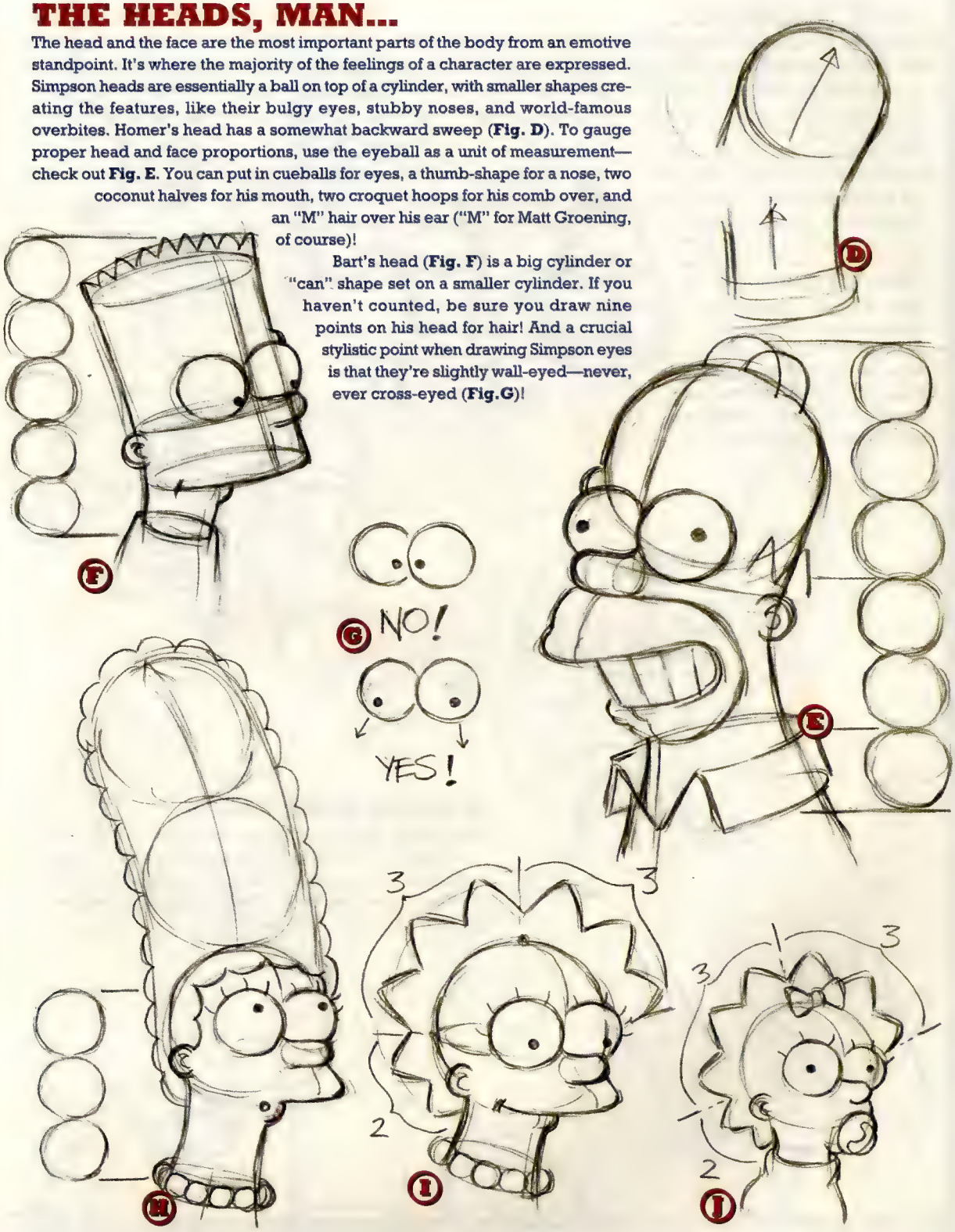
MOVE IT!

It don't mean a thing if it ain't got dat swing! To start, take those shapes and move 'em around (**Fig. C**). Think about what your character is doing first and foremost. Draw loose and rough; you can refine and design later on. It's much more crucial to get the feeling first, details second.

THE HEADS, MAN...

The head and the face are the most important parts of the body from an emotive standpoint. It's where the majority of the feelings of a character are expressed. Simpson heads are essentially a ball on top of a cylinder, with smaller shapes creating the features, like their bulgy eyes, stubby noses, and world-famous overbites. Homer's head has a somewhat backward sweep (**Fig. D**). To gauge proper head and face proportions, use the eyeball as a unit of measurement—check out **Fig. E**. You can put in cueballs for eyes, a thumb-shape for a nose, two coconut halves for his mouth, two croquet hoops for his comb over, and an "M" hair over his ear ("M" for Matt Groening, of course)!

Bart's head (**Fig. F**) is a big cylinder or "can" shape set on a smaller cylinder. If you haven't counted, be sure you draw nine points on his head for hair! And a crucial stylistic point when drawing Simpson eyes is that they're slightly wall-eyed—never, ever cross-eyed (**Fig.G**)!

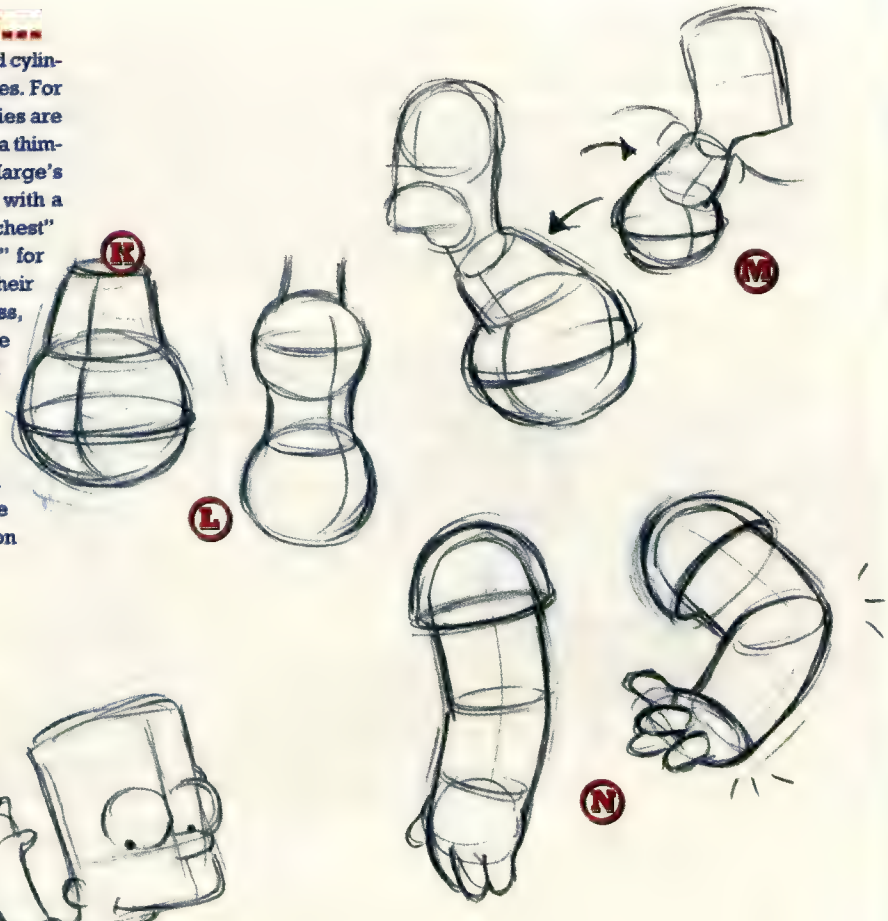


THE GURLS!

The Simpson women's heads are also ball and cylinder based. To determine Marge's beehive hairdo height, measure two heads and hide 'em inside (**Fig. H**). The toughest thing to draw, in my opinion, is Lisa and Maggie's hair. It's sort of like Mickey Mouse's ears in that they kind of look like flat shapes from many angles. The trick to drawing them is to take their eight hair points and construct them into groups of 3, 3, and 2, and eyeball it until it looks just right (**Figs. I** and **J**)!

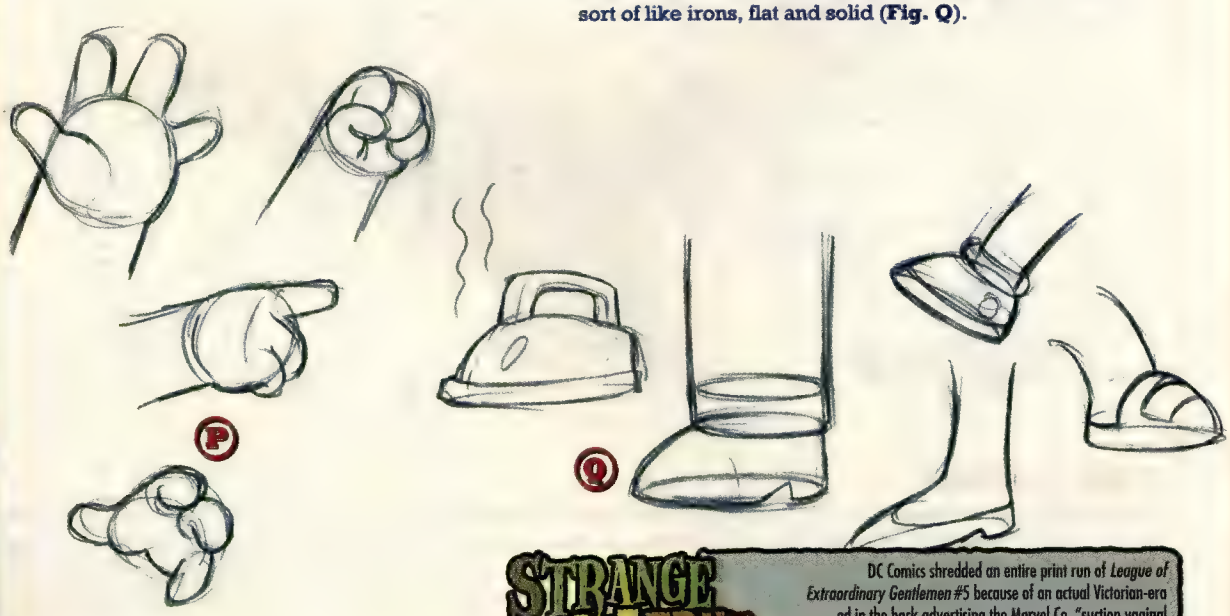
JUST BODIES...

Once again, use the basic ball and cylinder shapes to construct the bodies. For example, Homer and Bart's bodies are put together in two sections, like a thimble shape atop a ball (**Fig. K**). Marge's body is like two balls attached with a flexible cylinder (**Fig. L**). The "chest" can slide around the "stomach" for bending poses (**Fig. M**). While their arms seem noodly and boneless, they actually contain joints like everybody else, with elbows and wrists (**Fig. N**). The shoulders are flexible, can move around and aren't stuck to one point on the body (**Fig. O**). Don't be afraid to bend 'em around, and be sure to maintain that sense of Simpson roundness—no sharp joints!



HANDS AND FEET

When drawing hands, animator Wes Archer used to tell us to think of "little maggots" as fingers. Don't give too much shape to the palm, just suggest it slightly, and maintain that "nubby" aesthetic in them (**Fig. P**). The feet are sort of like irons, flat and solid (**Fig. Q**).



STRANGE BUT TRUE 2000's unusual happenings

DC Comics shredded an entire print run of *League of Extraordinary Gentlemen* #5 because of an actual Victorian-era ad in the back advertising the Marvel Co. "suction vaginal syringe." It reportedly cost DC $30,000.

GET IT TOGETHER

Now, take all of that info and do something with it! Trust the process and sketch in your gesture, construct the various forms carefully, scrutinizing and relating shapes to shapes, and finally "cleaning up" your rough constructions to a finish using either pencil or ink. Use a uniform line without thick or thin tapering. Just remember to keep it clear and simple.

That's it! Of course, I've really only scratched the surface on the subject of "Simpsonized" drawing. I hope these tips help. For more detailed instruction, I recommend picking up *Cartooning with the Simpsons* or *The Simpsons: A Complete Guide to Our Favorite Family* as reference to draw from. I could go on and on about the subject of drawing if I had more room, but the most important advice I can give you is to draw, draw, and then draw some more! Don't be afraid to burn up some trees in your quest for artistic quality! *Mahalo!*

Paul Wee is now in his 10th year as an artist on "The Simpsons" and still ain't tired of it! He also illustrated the "George Lucas in Love" movie poster and video, available now!

stuff

COMIC BOOK MERCHANDISE YOU CAN BUY...

By the WIZARD Staff

AVAILABLE AT YOUR LOCAL COMICS RETAILER

Whether it's the Thing's Rock Polisher, Martian Manhunter's Double-Stuff Oreos or Catwoman's Scratching Post, we're all suckers for comics-related merchandise. Each month, WIZARD strives to show you the latest and super-coolest in comic book statues, posters, pins, magnets, shirts and other goodies. In short, if it's cool and it's stuff, you'll find it here. But you can only buy it at your local comic store.

WONDROUS TOYS

Hey, last month we told you about the Wonder Woman-related action figure set coming from DC Direct—well, here they are! Hitting shelves March 14, 2001 are three new figures: Ares, the God of War who menaces Princess Diana; Artemis, Diana's friend who once took on the role of Wonder Woman and the Cheetah, Wonder Woman's most lethal archenemy. There's plenty of goodies that come with each figure, as you can see, so pick 'em up while they last!

ARES

ARTEMIS

CHEETAH

IT'S TIME FOR A SUPERMAN WATCH!

DC Direct knows how hard it is keeping track of a secret identity, but that's no problem for you anymore, thanks to the Superman Plastic Watch. You'll know when it's time to change, and seeing Clark Kent become Superman will remind you to keep things on the down low. Pick up this super timepiece on January 3, 2001 for $39.95.

RUNNING FAST What do you expect–it's a Superman watch! He's got powers and abilities far beyond those of mortal men. Duh!

STRANGE BUT TRUE 2000's unusual happenings

An auction of Alex Ross art from *Batman: War on Crime* netted an incredible $176,900 at Sotheby's Auction House in New York City. All money raised was donated to a children's charity.

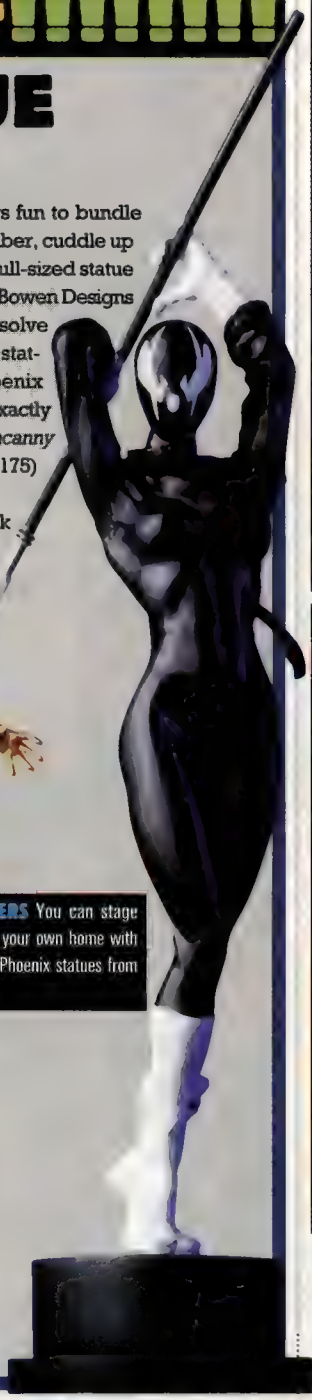
HOTSTUFF!!!!!!!!

PRODUCT OF THE MONTH

STATUESQUE WOMEN

With the nights growing colder, it's always fun to bundle up with the woman you hold dear. In December, cuddle up with Grendel Christine Spar, thanks to this full-sized statue sculpted by Thomas Kuntz and produced by Bowen Designs for $150. Then in January, X-fans should resolve to pick up the Phoenix and Dark Phoenix statues, sculpted by Mark Newman. The Phoenix statue ($165) emerges from its water base, exactly as Jean Grey did in her first appearance in *Uncanny X-Men* #101, while the Dark Phoenix piece ($175) takes off on a bird of flame.

And speaking of mutants, be sure to pick up this pair of incorrigible combatants—the Sabretooth mini-bust ($40) and the Brown Costume Wolverine for $35, which are both available now. Hurry, before they slice each other to ribbons!



SPARRING PARTNERS You can stage death matches right in your own home with the Christine Spar and Phoenix statues from Bowen Designs.

WOLVERINE

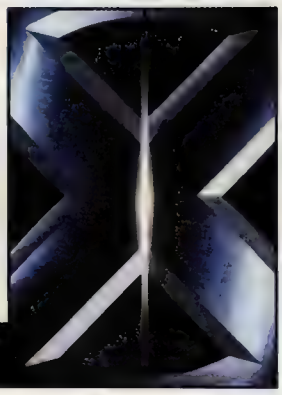
SABRETOOTH

SILVER-SCREEN LITHOGRAPHS

The "X-Men" movie caused lasting repercussions in Hollywood, so it's time to jump on the band wagon with these X-movie lithographs from Dynamic Forces based on actual WIZARD covers! Painter extraordinaire Joe Jusko brings your favorite mutants—Wolverine (Hugh Jackman) and Sabretooth (Tyler Mane)—to life on 80 lbs. Gallery Art Silk stock which measures 18" x 24". And as an added bonus, there's more than one version of these babies—unsigned for $19.99 each and signed by Jusko for $39.99 each. And for the high-end collectors, there's a Sabretooth version signed by Jusko and Mane for $69.99 and a head-sketch version of Wolverine signed by Jusko for $89.99.

MUTATED MOVIE

You saw it like 538 times in the movie theater; now enjoy it in the privacy of your own home (and underwear)—that's right, the "X-Men" movie is now available on video cassette and DVD, starting November 28, 2000. The DVD includes tons o' goodies, including extra scenes, commentary from director Bryan Singer and tons of other Easter eggs! Mutant-lovers of the world—UNITE!



X-TRAS The "X-Men" DVD comes packed with tons of never-before-seen footage.

TAKE A SECOND BITE!

Moore Action Collectibles kicks the new year off with a bang, thanks to their second series of Buffy the Vampire Slayer figures! Series II includes an all-new Buffy figure; Giles, the former watcher and librarian; and everyone's favorite werewolf musician, Oz! Each figure comes on its own sculpted, individualized base and includes plenty of accessories. Pick up each figure for just $12.95.

OZ

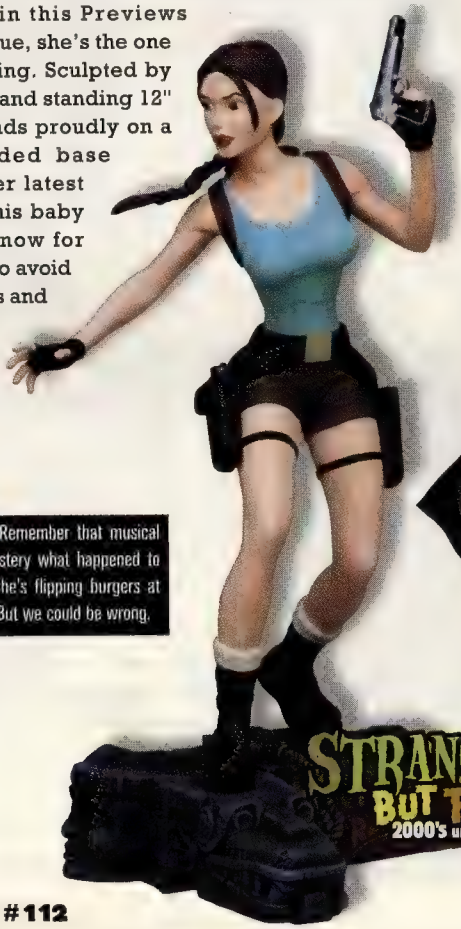
GILES

ALL FIGURES SHOWN ARE NOT FINAL

BUFFY

TREASURED CHEST

Wow-za! Lara Croft, the Tomb Raider, is one beautiful treasure hunter, but in this Previews Exclusive statue, she's the one worth collecting. Sculpted by Steve Varner and standing 12" tall, Lara stands proudly on a dragon-headed base (probably her latest conquest). This baby is available now for just $129.99, so avoid the deathtraps and get yours today!



SEALS & CROFT Remember that musical duo? It's still a mystery what happened to Seals. Rumor says he's flipping burgers at the Golden Arches. But we could be wrong.

GRAPHITTI GEAR

Graphitti Designs is known for its fabulous array of clothes, but three T-shirts in particular stand out, and just in time for the holidays! Coming this December, pick up and try on the Sentry tee, the Hellboy B.P.R.D. tee and the Powers tee, featuring that memorable catch phrase from the first storyarc, "Kaotic Chic." All three shirts come in L and XL for $17.95 and XXL for $20.95. And remember comic fans—you can never have enough black T-shirts!

BLACK MAGIC Comic geeks plus black T-shirts equals no action.

STRANGE BUT TRUE 2000's unusual happenings

Kieron Dwyer is being sued by Starbucks over the "consumer whore" cover of his self-published *LCD* comic, which parodies the Starbucks logo. Dwyer can no longer sell the book but can give it away for free...and accept donations for his legal defense fund.

WHIP OUT A BIG 12-INCH

Action figure, that is! Get your mind outta the gutter! Anyway, this is the 100th figure in the Hasbro 12" figure line and it stands revealed as Luke Skywalker. Luke comes fully articulated in a cloth outfit and includes loads of accessories, including pilot gear, desert gear and Jedi training gear, and is scheduled to hit stores in January 2001 for $56.99.

FULL FORCE With a foot-tall Jedi on your shelf, you'll have the mojo cranked to 11!

CUT THROUGH THE BULL

Lady Death's personal sword Darkness is now yours to wield (and stay away from your little sister with it!). Eternal Toys and Diamond Select Toys bring you this 12" replica of Darkness, a highly detailed piece with gold plating that comes in a collector-friendly package. It's available now for just $75, so cut the crap and get movin'!

CROSSIN' SWORDS Say hello to Lady Death's little friend.

RISING ANTICIPATION

The first wave of Rising Stars toys are here and hitting shelves in December! Thanks to Top Cow, Dynamic Forces and Palisades Marketing, these toys based on the hit Top Cow comic *Rising Stars* kick serious butt! The first wave includes Chandra, Patriot, Ravenshadow and Critical Maas and each figure retails for $13.99.

'STARS' WARS Play out the destruction of the Midwest with your Rising Stars figures, including Ravenshadow (inset below), Critical Maas, Patriot and Chandra (left to right).

stuff

BLOODY GOOD CARD SET

Coming this February from Dynamic Forces—a transfusion of Crimson Trading Cards! Humberto Ramos' vampiric creation gets the collectible treatment, courtesy of a host of superstar artists, including Ramos, Jim Lee, Art Adams, Joe Madureira, J. Scott Campbell, Jae Lee, Joe Jusko, Adam Pollina, Matt Bush and Dorian! Each pack will contain eight cards for $1.99, and the 90-card set includes chase cards, chromes, sketch and autograph cards, as well as a card hinting at what Ramos' next project will be for WildStorm/DC!

CARD SHARP So don't cut yourself; these are vampire cards after all!

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

YO! Are you a company who sells stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

Stuff for "Stuff"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

WATCH FOR IT!

The coolest and weirdest Japanese toys are in "Import Report"

every month in ToyFare THE TOY MAGAZINE

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video game STUFF

THE BEST GAMES OF 2000

Presenting the first annual 'Wizard' Video Game Awards

There's no denying that 2000 was definitely a killer year for video games. So we here at WIZARD thought it'd be pretty cool to give props to what we thought were the ass-kickingest games of the year! So without further ado, welcome, ladies and gentlemen, to the first annual Wizard Video Game Awards! ■ MIKEY BENCK AND JAMES McDONOUGH

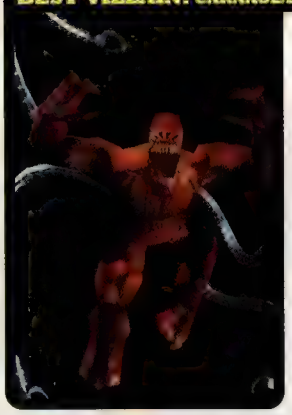
SPIDER-MAN (ACTIVISION), PLAYSTATION/N64

Wanna do whatever a spider can? Then swing on out and grab yourself a copy of this "amazing" game from the team that brought you *Tony Hawk's Pro Skater*. And believe us true believers: When it comes to staying true to its four-color roots, this game never disappoints. Its combination of killer graphics, quality voice-over work (Stan "The Man" Lee narrates), along with a ton of hidden costumes and features, makes this one of the "spectacular" PlayStation adventures this year. A must-have for any comics/video game fan!

BEST HERO: LINK FROM MAJORA'S MASK (NINTENDO) N64

For 13 years, the evil Ganon has been attempting to retrieve the tri-force of power. The one hero who has always saved the day, Link, now faces a natural disaster. The moon itself will collide with a parallel universe in three days, destroying everyone Link holds dear. Can he save the day? Well, he wouldn't be "Best Hero" if he couldn't!

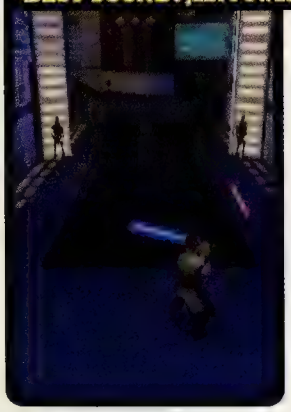
BEST VILLAIN: CARNAGE/DOC OCK FROM SPIDER-MAN



As if facing the Scorpion, Venom, Rhino and purse snatchers wasn't enough, ol' web-head must take on the 1-2 combo that makes peanut butter and chocolate yesterday's news! Carnage takes over the villainous Dr. Octopus and the result is one of the most challenging and fun boss fights to appear in recent games.

Now if only the comic could be this cool!

BEST SOUND: JEDI POWER BATTLES (LUCASARTS) DC



When it comes to best sound, who could do a better job than the man who invented THX, light sabers, Pod Racers and Jar Jar (well, three out of four ain't bad). Apparently, no one, since *Jedi Power Battles* sweeps this one. The audio on this disk is a triumph. John Williams' score is mastered perfectly, as is every swishing light saber and Yoda giggle. Enough words—just go get this disk, play and listen.

BEST EASTER EGG: SPIDEY IN TONY HAWK 2

Tony Hawk may be king of the sidewalk surfers, but if you're going to take it to the limits, call your friendly neighborhood Spider-Man! The wall-crawler shows up in *Pro Skater 2* if you finish the game using a home-made skater, making it the coolest Easter egg this year!

BEST GAME FOR SELF-CREATED CHARACTERS: ALL PRO WRESTLING 2 (THQ), N64

Paul Schiraldi

You may only be able to buy this Japanese game as an import (making it kinda pricey), but man, it's worth it! You can make anything in *All Pro Wrestling 2*, but the most fun has to be topless Aunt May. Sure, you can make Wolverine or the Hulk, but to truly embarrass your opponent, whip them with Wheat cake power and a flabby chest.

BEST VOICE WORK: BRUCE CAMPBELL AS ASH FROM HAIL TO THE KING (THQ), DREAMCAST

"Uh-oh. Clean up, aisle five. Clean up, aisle five."
"Yer not gonna cry, are ya?"
"Eat boomstick!"
What man's every word becomes a catchphrase just by, well, existing? Bruce Campbell's "Ash" from the "Evil Dead" movies has become an icon of quotables, and it continues for the first time since *Army of Darkness* on your Dreamcast with *Hail to the King*. Groovy.

bestoftherest

AWARDS WE WOULDN'T GIVE OUT IN PUBLIC

All right, now that you've seen the best, here's the rest. Now don't get us wrong. These games may not have landed spots in our major categories, but they still kicked major ass just the same.

SO SCARY YOU'LL NEED NEW BOXERS: *RESIDENT EVIL: CODE VERONICA* (Capcom), Dreamcast With more gruesome and disturbing images than the Wizard men's room after a lunch at White Castle, Capcom's latest fright fest scared us so much that we're still sleeping with the lights on!

RE: CODE VERONICA

VIDEO GAME HOTTIE THAT MAKES US WANT TO SHAKE OUR RUMPS: ULALA, *SPACE CHANNEL 5* (Sega), Dreamcast Though there was some serious competition from the gorgeous girls of *DOA 2*, this video vixen's super sexy dance moves made our jaws drop and our hearts flutter (well, that and her pink hair!).

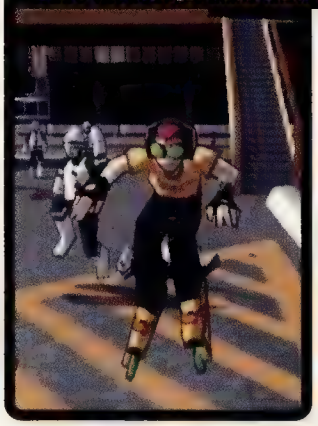
DIGITIZED DISS: SEAMAN from *SEAMAN* (Sega), Dreamcast Seaman isn't exactly thrilled about the competition. We let him know that we had a PlayStation and he told us, "Did you know that you could get a disease by playing with that?" How rude! ■ JMc

SEAMAN

BEST GRAPHICS: DEAD OR ALIVE 2: HARDCORE (TECMO), PS2

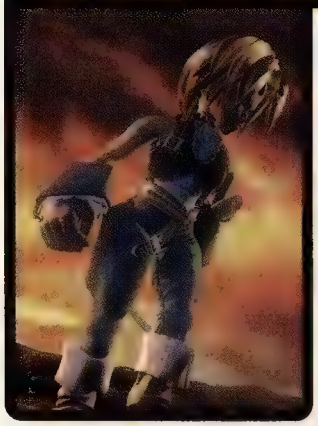
Visually speaking, the latest installment in the popular fighting series from Tecmo scores a knockout! The breathtaking backgrounds and stunningly detailed (not to mention beautiful) fighters are a feast for the eyes that really gives the PS2 the opportunity to flex its powerful polygon pushing muscles!

BEST MUSIC: JET GRIND RADIO (SEGA), DREAMCAST



Talk about keepin' it real. The hip hop and alternative jams that make up this game's soundtrack are off da hook! With music from the likes of Mix Master Mike and Rob Zombie, the music in *Jet Grind Radio* really sets the tempo for this urban-flavored adventure.

BEST CINEMAS: FINAL FANTASY IX (SQUARE), PLAYSTATION



Stunning cinematics are nothing new to those wizards at Square. But believe it or not, they've topped themselves yet again! The awe-inspiring cinemas in Square's latest epic were so gorgeous that we actually forgot that it was only a game. They're that good!

BEST STORY: SHENMUE (SEGA), DREAMCAST

The tale of one man's journey to avenge his father's death won us over, hands down. This adventure based on a 1980s "real"-world setting was a pleasant and original change of pace, with a story that engaged us like no other game this year.

videorumblings

SQUARE ROOT Speaking of Xbox, it hasn't been officially announced, but word is that Square is developing *Final Fantasy XI* for the Microsoft console. While *Final Fantasy X* will remain a PS2 exclusive, *FFXI* will be available for both the PS2 and the Xbox when it makes its debut sometime next summer. Somewhere in Seattle, one can almost hear Bill Gates shouting, "Woo-hoo!"

BLADE

ZOMBIE NATION Paul Anderson ("Mortal Kombat") has signed on to write and direct "Resident Evil," a $40 million thriller based on the best-selling Capcom video game about killer zombies. Pre-production is underway with location scouting taking place in and around England, including a search for the mansion that figures predominantly in the storyline. When told the story would feature the undead traipsing in and around his house, one homeowner whose mansion was under consideration declared, "Bloody good! They'll get along nicely with my wife!"

RESIDENT EVIL

MARVEL MANIA It appears that Activision and Marvel are a match made in heaven. After enjoying the recent success with both *X-Men: Mutant Academy* and *Spider-Man*, Activision plans on bringing more Marvel characters to the small screen. Be on the look out for *Blade* as well as another title based on Marvel's merry mutants. And down the line, expect to see Game Boy Advance versions of both Spider-Man and the X-Men.

NIGHTMARES ON YOUR DREAMCAST Further solidifying their commitment to Sega, Capcom has released three of their hugely successful "survival horror" titles for Sega's next-gen system. *Dino Crisis*, *Resident Evil 2* and *Resident Evil 3: Nemesis* are 128-bit enhanced versions of their PlayStation counterparts and take full advantage of the power of the Dreamcast. The games are currently available and are priced at an unbelievable $19.95 each. Pleasant nightmares! ■ THE WIZARD STAFF

PLAYIN' IT COOL Ed McGuinness talks video games

ED

So what does acclaimed *Superman* penciler Ed McGuinness do for fun? You guessed it—he plays video games! The busy young artist took time out to talk to WIZARD for a moment about his love for the pretty pixelized pictures.

ON WHAT HE'S PLAYING NOW: "*Crash Bandicoot*. I'm trying to finish it. It's only taken five years!"

ON SUPERMAN GAMES: "Did you play last year's *Superman* [by Titus]? What was up with those shadow guys or Supes having to fly through hoops? I couldn't believe it!"

CRASH

ON UPCOMING SUPERMAN GAMES: "I'd love to be involved in future games. Box art, anything!"

ON LOSING HIS VIRTUAL VIRGINITY: "Do you remember that pre-Atari system that had an actual revolver [gun] attached? And all the games were contained within the system, like *Pong*, or a flashing square you had to shoot."

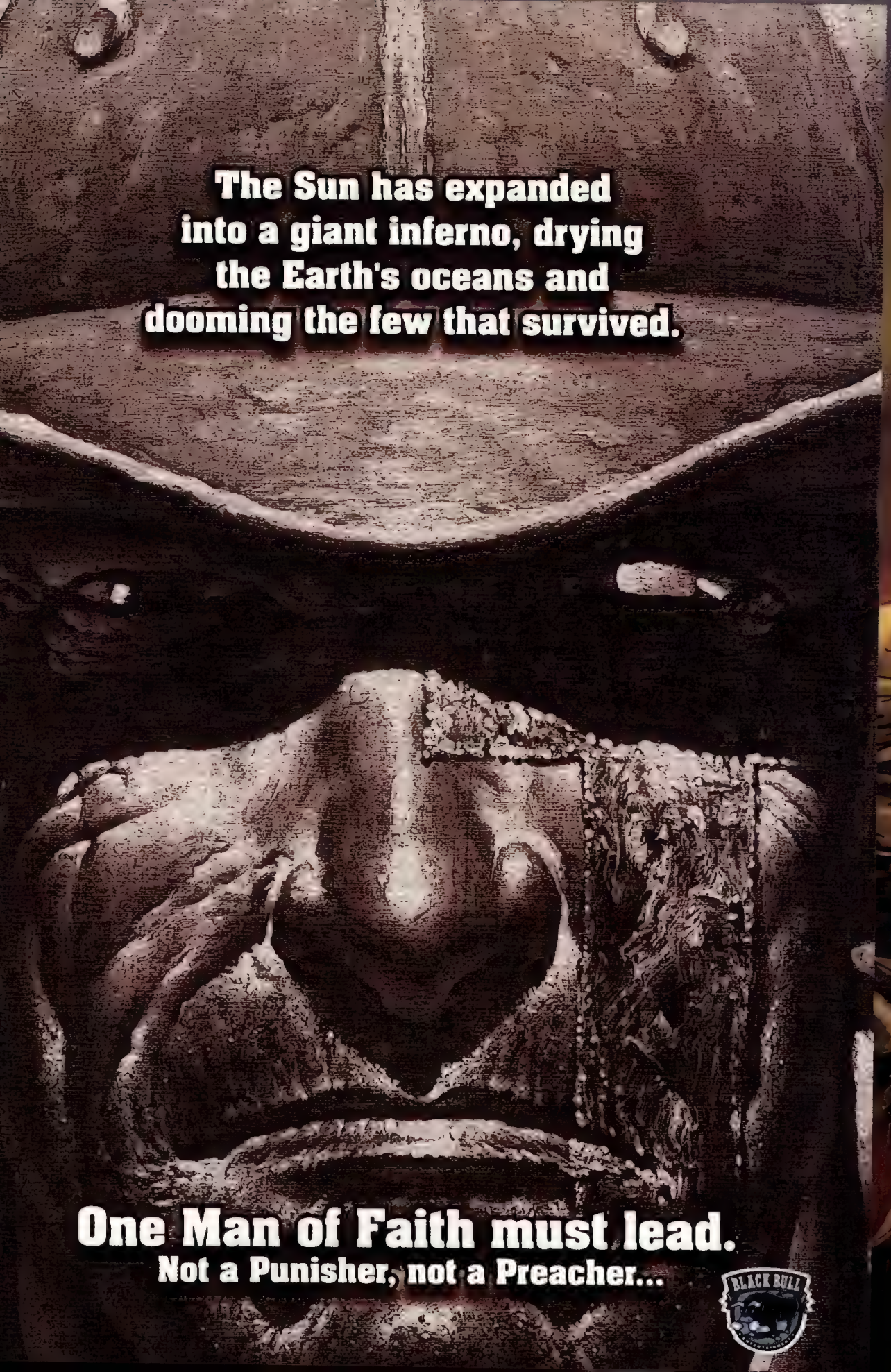
ON THE GOOD OL' DAYS OF GAMING: "My brother-in-law traded a Sega Genesis with me for my old N64 that I didn't play anymore. I looked at it as getting a free Genesis, not losing an N64. I can't wait to play the *Adventures of Batman and Robin* on the SNES (which I got for my birthday just last year) and Genesis. I heard they were fun. I'm a huge fan of the animated stuff! Superman stuff especially. Now I'm mad my N64 is gone because *Batman Beyond* is coming out. "

ON HIS FAVORITE GAME OF ALL-TIME: "There're so many good games. The game I was most emotionally attached to was *Zelda* on the NES, but I have to say *Street Fighter 2*. I can't lie. It's my favorite game."

ON HIS FAVORITE VIDEO GAME CHARACTER: "Akuma [from the *Street Fighter* series] is my favorite game character. He's just bad. His face is based on a Lion and he does a move called 'Instant Hell Murder' that releases the 'Raging Demon.' He's just cool."

ON HOW GAMING AFFECTS HIS DEADLINES: "I think I've been late with everything I've ever done, 'cept for being born actually."

ON WHAT HE'S LOOKING FORWARD TO: "I saw the *Spawn* arcade game and it looked fantastic! Just another reason to get a Dreamcast." ■ MB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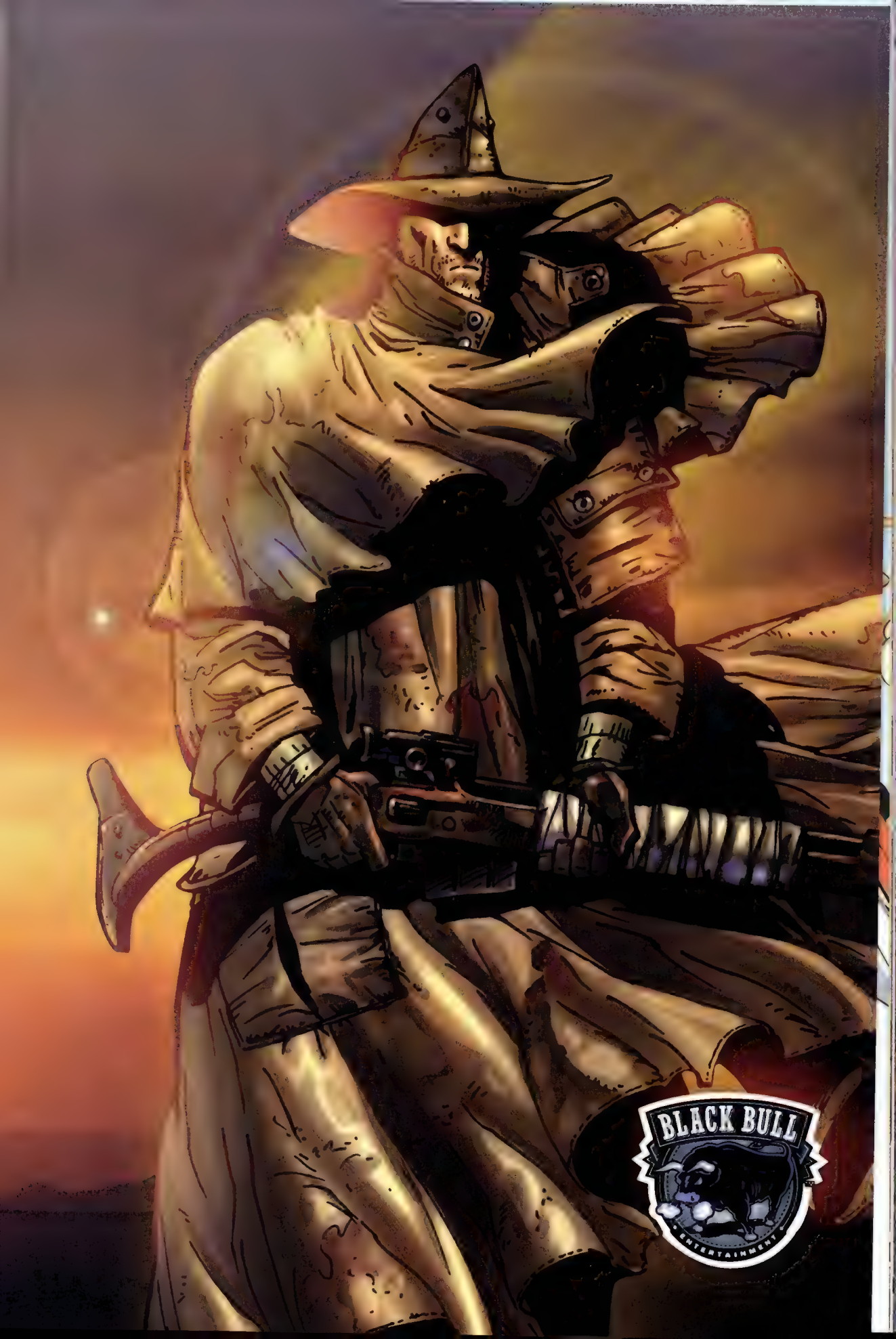

BLACK BULL
ENTERTAINMENT

manga MANIA!

COOL JAPANESE COMIC AND ANIMATION NEWS YOU NEED TO KNOW...

ON THE FLIP SIDE

X-Men, Powerpuff Girls lead charge as American comics storm Japan

Pikachu and his buddies have left American kids in hypnotic trances. Gundam and Dragon Ball Z toys fly off shelves faster than you can say "Furby."

It's official: Japanese pop culture is taking over—but now, it's payback time. And what better way of giving back to the trend makers that are the Japanese than sending over a bunch of ass-whoopin', muscle-headed American icons. No, not an NFL franchise, but our top-selling comic books!

"It's taken a while for [American comic books] to catch on over there," says Shawna Earvin-Gore, press and publicity coordinator at Dark Horse Comics (a leader in distribution of manga stateside), "but it looks like things are finally starting to."

She ain't kiddin' either. Sales of American books (which are called *amekomi* in the Land of the Rising Sun) have seen steady business thanks to the Superman and Batman movies, and video games like *Marvel Super Heroes vs. Street Fighter*. And ever since the Japanese opening of the "X-Men" movie Oct. 7, sales have dramatically increased. Japanese comics shop owners had fore-seen the potential blockbuster status of the film and stocked their shelves with Marvel's merry band of mutants accordingly.

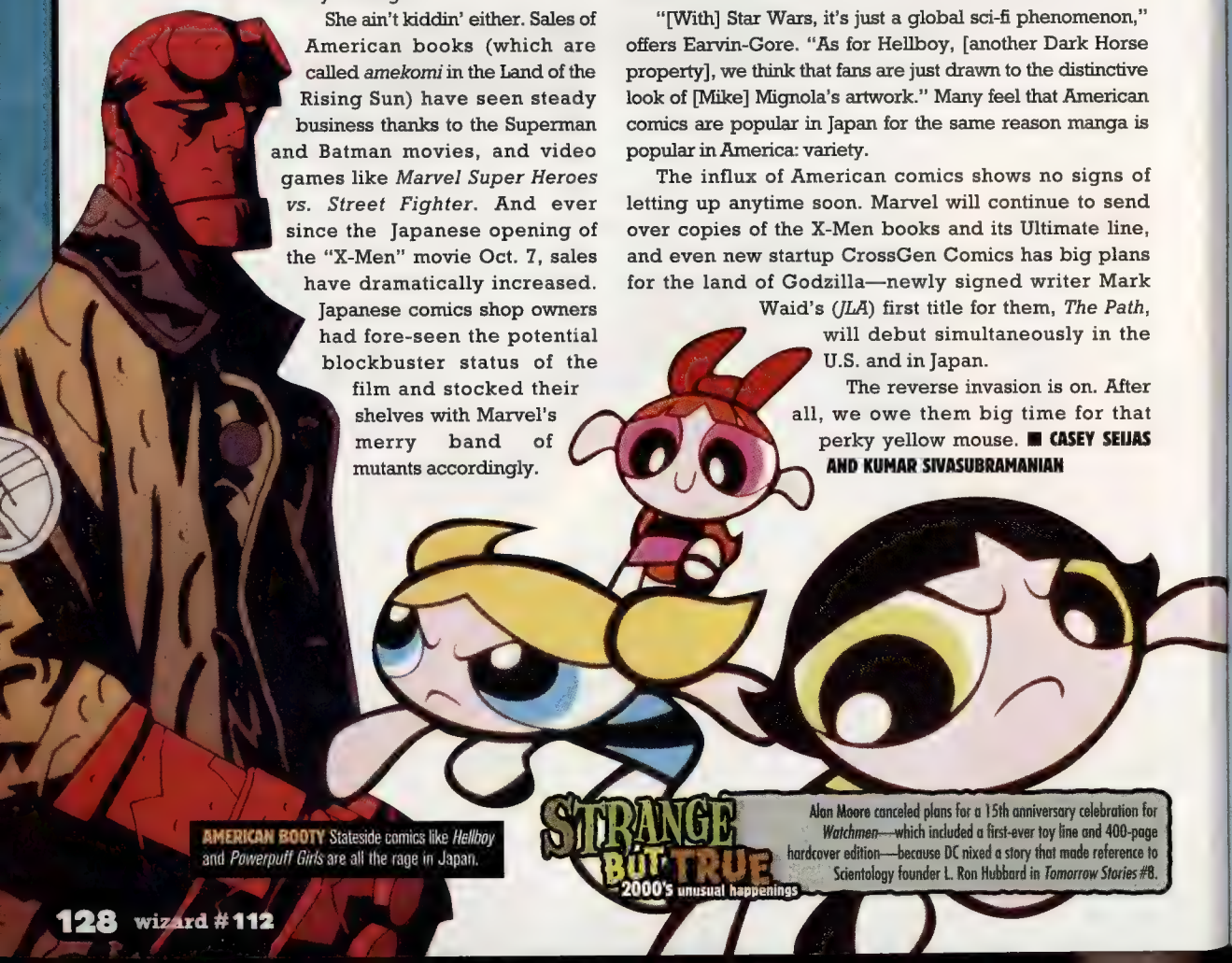
However, the X-Men aren't the only property causing a stir in Japan. A different super-team has *amekomi* collectors in a buying frenzy as well. "Right now, [DC's] *Powerpuff Girls* is one of our biggest sellers," says Nomura Hikaru, manager of a comics shop in Japan. "After that, the X-Men."

Japanese fans have also been buying up copies of *Ultimate Spider-Man*, *Star Wars*, *Spawn*, *Wildcats*, *Gen 13*, *Hellboy* and Alan Moore's classic *Watchmen* series, despite the fact that some of these books aren't even translated into Japanese and cost, on average, 750 Yen (about $7.50)! That said, what could possibly attract fans to these titles?

"[With] Star Wars, it's just a global sci-fi phenomenon," offers Earvin-Gore. "As for Hellboy, [another Dark Horse property], we think that fans are just drawn to the distinctive look of [Mike] Mignola's artwork." Many feel that American comics are popular in Japan for the same reason manga is popular in America: variety.

The influx of American comics shows no signs of letting up anytime soon. Marvel will continue to send over copies of the X-Men books and its Ultimate line, and even new startup CrossGen Comics has big plans for the land of Godzilla—newly signed writer Mark Waid's (*JLA*) first title for them, *The Path*, will debut simultaneously in the U.S. and in Japan.

The reverse invasion is on. After all, we owe them big time for that perky yellow mouse. ■ **CASEY SEIJAS AND KUMAR SIVASUBRAMANIAN**



AMERICAN BOOTY Stateside comics like *Hellboy* and *Powerpuff Girls* are all the rage in Japan.

STRANGE BUT TRUE 2000's unusual happenings

Alan Moore canceled plans for a 15th anniversary celebration for *Watchmen*—which included a first-ever toy line and 400-page hardcover edition—because DC nixed a story that made reference to Scientology founder L. Ron Hubbard in *Tomorrow Stories* #8.

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DRAWN TO THE KNIGHT

Kia Asamiya explains why he's in love with Batman and the X-Men

WIZARD recently spoke with fan-favorite manga artist Kia Asamiya (*Silent Mobius, Dark Angel, Steam Detectives*) about what he's working on in his native Japan, as well as what American audiences can look forward to from him in the near future.

WIZARD: You're currently working on a Batman manga in Japan. Is he your favorite American comics character?
ASAMIYA: Batman is indeed my favorite comics character. I like the fact that he has no superpowers. He is just a man who pushes his mind and body to their limits to meet the goals and standards he has set for himself. He has a mission in life, a purpose. And artistically, Batman is a dark character and so much fun to illustrate using light and shadows.

Steam Detectives' hero Narutaki, like Batman, is an orphan whose parents are killed by a criminal. Was his origin inspired by Batman's?
Yes, of course. A lot of the inspiration for Narutaki came from Batman and Bruce Wayne. Same with the villains. A lot of *Steam City*'s look was also influenced by Gotham City—and the work of Mike Mignola.

What can you tell us about the upcoming *Silent Mobius* prequel, *Mobius Klein: Silent Mobius Side Zero*?
Over the years, as the *Silent Mobius* story and world expanded, fans always had questions about the pasts of certain characters, settings and plot points. With each issue, the mysteries grew and I knew I had to one day go back and explain some of the back story to make the present storyline coherent. With *Mobius Klein*, I'm going to try and answer them all.

Dark Angel: Phoenix Resurrection has met with quite some success here in the U.S. What are your thoughts?
Obviously, I am very pleased with the response *Dark Angel* has gotten there. I am happy to see that there is a market for color manga!

What is the one dream project you would love to work on?
I actually have many. The X-Men immediately spring to mind. For the time being, I would like to get more cover work in the United States. I would love to do some X-Men covers for Marvel. Also, for DC, I would love to illustrate Wonder Woman, Superman and The Titans someday.

Are you a fan of any American artists?
Oh, yes. There are many American artists whose work I love and respect. Mike Mignola, John Van Fleet, Alex Ross, Bruce Timm, Travis Charest, Jim Lee, Bill Sienkiewicz, Joe Madureira, Simon Bisley and Jose Gonzalez, to name just a few.

And with Image's *Dark Angel* series, Viz's *Silent Mobius* ongoing and *Steam Detectives* collections, and the upcoming *Silent Mobius* prequel for Fanboy Entertainment, chances are plenty of American artists will soon be listing Asamiya among their favorite artists, too. ■ J. CALEB MOZZOCCO

STEAM DETECTIVES

GONE BATTY The Dark Knight, shown here from Kia Asamiya's manga series in Japan, is the creator's favorite *amekomi* (American comics) character.

STRANGE BUT TRUE 2000's unusual happenings

Kevin Smith's sidekick, Jason Mewes—the Jay portion of Jay and Silent Bob—made a memorable impression at the WIZARD Fan Awards by crawling military style across the floor on his hands and knees upon realizing he was blocking the show's film projector. Smith could only shake his head and laugh.

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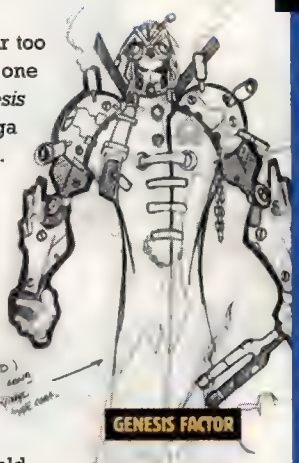
manga MANIA!

A WRINKLE IN TIME

'Genesis Factor' surely won't get old

Is that a baby or a 199-year-old-man?

That's not a question you hear too often in the real world, but it's one you'd hear in the world of *Genesis Factor*, an upcoming sci-fi manga series from Fanboy Entertainment.



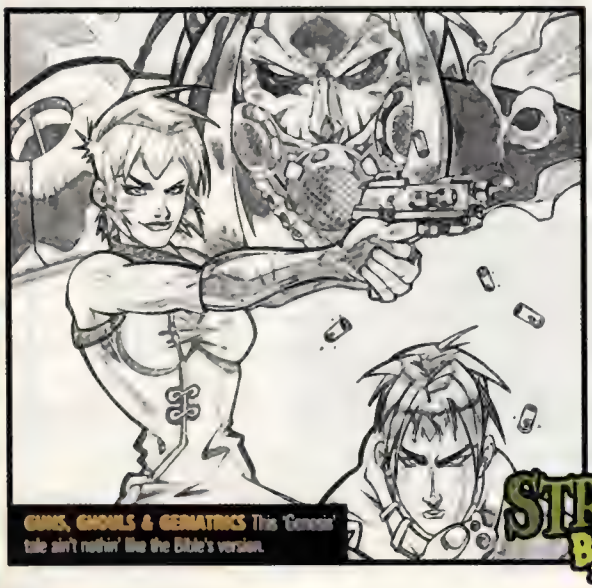
GENESIS FACTOR

In the future, scientists have found a way to reverse the human aging process. On their 100th birthday, people can report to Genesis Stations to be de-aged, one year at a time, till they die as infants on their 200th birthday.

The four-issue mini-series, debuting in April, is from two newcomers to the comics field, writer Kenny Yakkel and artist Aaron Masik. Yakkel, who has written for shows like "Babylon 5" and "Sliders," put a new twist on humanity's quest for immortality, which intrigued Fanboy editor C. B. Cebulski.

Masik snagged Cebulski's attention at this year's Wizard World convention. Masik's strong attention to detailed backgrounds and high technology, as well as the fluidity of his pacing, made him perfect for *Genesis Factor*'s look and feel. "Masik doesn't simply ape the style of manga and anime," Cebulski says, "but he's also mastered the strong visual storytelling which distinguishes manga from word balloon and caption-heavy American comic books."

If the two rookies' work is as popular with fans as Cebulski anticipates, visits to the future of *Genesis Factor* will probably become more commonplace, as Fanboy Entertainment plans on releasing further mini-series in the coming year. ■ JCM



GUNS, GHOULS & GERIATRICS This 'Genesis' tale ain't nothin' like the Bible's version.

HOT IMPORTS

THE GOOD STUFF

MANGA

DRAGON BALL Z PART 4 #1 (OF 15) (Viz Comics) In utter defiance of Freeza, his former master, Vegeta sets out to find the seven Dragon Balls, which, when gathered together, can grant him his wish to live forever. But close on his tail is Freeza's right-hand man, Zarbon. $2.95

MECHANICAL MAN BLUES TP (Radio Comix) In a dystopian future, Lady Sonia leads a group of ragged humans against the tyrannical machines that rule the world. Gun, a Mechanical Man, arrives. . . and he will either become humanity's savior or its mortal enemy. $9.95

GREY WITCH

PEACH GIRL VOLUME 1 POCKET MIXX GRAPHIC NOVEL (Tokyopop Press) Young Momo is utterly beautiful, but while all her friends think she's a wild party girl, she's actually very shy. She's also in love with one of her classmates, and she's none too pleased that her best friend has an eye on him, too. $9.95

RECORD OF LODOSS WAR: GREY WITCH BOOK 3 (CPM Manga) Parn and his battle-weary companions confront the evil Grey Witch, who has "stolen" the body of young Leila to stay alive and continue her nasty ways. From renowned creator Ryo Mizuno, this book collects *Grey Witch* issues #16–#22. $15.95

SIDEKICKS COLLECTOR'S 3-PACK (Fanboy Comics) A high school that specializes in training superhero sidekicks is the setting for one of the most surprising books of the year. The first three issues of J. Torres and newcomer Takeshi Miyazawa's new series is conveniently collected in this handy set. $7.50

ANIME

CITY HUNTER SECRET SERVICE (A.D. Vision) Joe Saeba and his partner, Kaori, are on the case when the life of the leader of a Third-World country is threatened. Dubbed VHS–$19.98

DRAGON BALL Z: BARDOCK THE FATHER OF GOKU (Funimation) Peace? What's that? Goku and the gang are back for more rough action. Uncut VHS–$19.95; Edited VHS–$14.95

FATAL FURY OVA (Viz Video) Based on the best-selling video game! When their father is murdered, Terry and his brother, Andy, set out to perfect their street-fighting techniques to avenge his death. DVD–$29.98

CITY HUNTER SECRET SERVICE

JUBEI-CHAN THE NINJA GIRL (VOL. 3) - HEART OF STEEL (Bandai Entertainment) The swordsmanship of Japan's legendary warrior, Yagyu Jubei, is passed on to an unknowing high-school girl through a heart-shaped eye patch, so now she must fight off ninjas and the evil curse of the Ryujoji. MATURE AUDIENCES Dubbed VHS–$19.98; Bilingual DVD–$29.98

RANMA 1/2, RANDOM RHAPSODY: WHO DO? VOODOO (Viz Video) In this two-episode video, Kudo's just about had it and wants to kick his dad out, but not if his sister Kodachi has anything to day about it. Then, the new kid in town is creeping everyone out–he carries around voodoo dolls! Dubbed VHS–$24.95

STRANGE BUT TRUE 2000's unusual happenings

Stan Lee earned China's highest creative honor—Exalted Creator—at a ceremony in Beijing. The award is presented to creators China deems as superior in their field and integral to the country.

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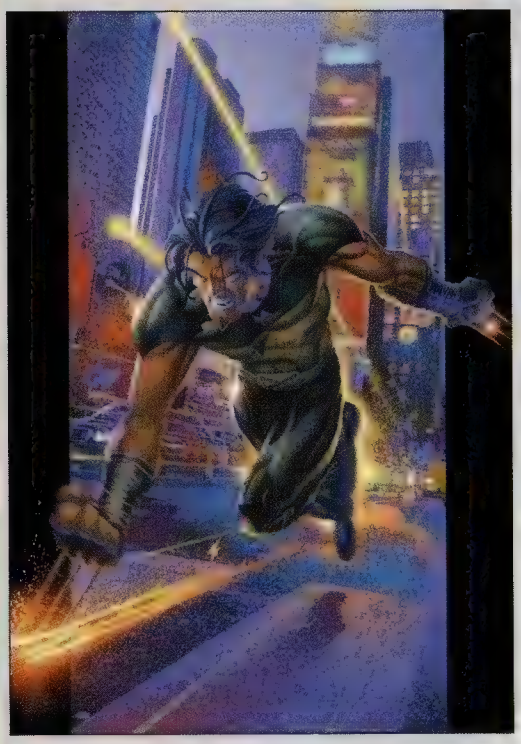
picks

THE MUST-READ COMICS SHIPPING IN DECEMBER

spotlight on...



ULTIMATE X-MEN #1

MARVEL Reboot time! Marvel's trademark mutants get all spiffed up and introduced to a whole legion of kiddies weaned on last summer's X-flick. In their debut, the team gathers 'round Professor X as Magneto and government-created Sentinels loom. "It was really appealing to take the X-Men characters and draw them without any backstory or baggage," explains artist Adam Kubert. "As we introduce the characters, we're trying to make the story as clear and as easy to follow as possible." By Mark Millar, Kubert and Art Thibert. $2.99 (shipping December 20)

AUTHORITY #22

WILDSTORM/DC Changing the world isn't for the faint of heart. While the Authority team has done a lot of good for the populace, there are certain higher-ups who don't like the results. "It's basically payback time for the team," writer Mark Millar promises. "All the elected governments they've pissed off over the last 12 months get together and knock the living s--- out of them." By Millar, Frank Quitely and Trevor Scott. **MR. $2.50** (shipping December 27)

AVENGERS #37

MARVEL While the team attempts to combat a threat coming from Slorenia's devastation, their mansion is under attack. So many explosions, so little time. Good thing Captain America is guest-starring. The team can't wipe without Cap around, apparently. Grow up, guys. By Kurt Busiek, Steve Epting and Al Vey. **$2.25** (Dec. 27)

BATGIRL #11

DC COMICS "Batman Dies!!!" starts rocking in this issue, as various villains claim to have offed the Dark Knight. Cain, Batgirl's instructor in the finer points of murdering people, boasts to have done the deed. Is he fibbing? By Kelley Puckett, Damion Scott, Coy Turnbull and Dan Davis. **$2.50** (Dec. 6)

BATMAN BOOKS

DC COMICS More "Batman Dies!!!" nuttiness. In *Batman* #586 (Dec. 13), the Penguin looks to have gotten the upper hand against his longtime adversary. Sure, tubbo blubbo. By Ed Brubaker, Scott McDaniel and Karl Story. Over in *Detective Comics* #753 (Dec. 20), a confined Harvey Dent draws comics about the many ways a Batman can bite it. Stop eating the crayons, Harvey. By Greg Rucka, Jordan B. Gorfinkel and assorted artists. **$2.25**—*Batman*, **$2.50**—*Detective*

BIRDS OF PREY #26

DC COMICS That's "Batman Dies!!!" with three exclamation points, folks. Accept no substitutes. Black Canary has to deal with the horrifying scenario that is Bane falling in love with her. That's all well and good, except that the Venom stuff he juices on has probably shrunk his

STRANGE BUT TRUE 2000's unusual happenings

Alan Moore bought back the Cobweb story from *Tomorrow's Stories* #8—which DC refused to publish because of references to Scientology founder L. Ron Hubbard and occultist John Whiteside Parsons—and plans on publishing the story through Top Shelf Productions.

package to airline peanut size. We give the relationship three weeks. By Chuck Dixon and Butch Guice. **$2.50** (Dec. 20)

CAPTAIN MARVEL #14

MARVEL Psycho-Man is here! Break out the sedatives. Marvel not only needs to deal with him, but with Commander Rann and Fredd, too. Asking for more would be a little greedy, huh? Mommy go over manners yet? By Peter David, ChrisCross and Anibal Rodriguez. **$2.50** (Dec. 20)

DANGER GIRL: KAMIKAZE #1 (OF 2)

WILDSTORM/DC All right! These girls may not be able to meet a deadline, but one peek at those outfits and all is forgiven. The team travels to Hong Kong to take on the Kama Syndicate, and winds up in the jungle ruins of the Angkor Empire. Fictitious chicks: when the real thing just won't pay attention to you. By Tommy Yune and Vince Russell. **$2.95** (Dec. 13)

AVENGERS #37

DAREDEVIL/SPIDER-MAN #2 (OF 3)

MARVEL Someone's trying to kill Wilson Fisk. Why don't they just wait for the cholesterol to do it for them? It saves on jail time, and from the looks of things, it won't be much longer. That boy eats Crisco right outta the can, he does. Anyway, our titular heroes try to find out who's responsible. By Paul Jenkins and Phil Jimenez. **$2.99** (Dec. 13)

EMPIRE #4

GORILLA/IMAGE Golgoth ain't such a bad guy. Oh, sure, he's seen to the ruin of countless planets, the death sentencing of innocents...but he loves his little girl. Delfi hasn't seen the darker side of Dad yet, but she's about to. Pity the fool she brings home to Poppa. By Mark Waid, Barry Kitson and James Pascoe. **$2.50** (late Dec.)

newreleases

FIRST TIME OUT

CAP: A UNIVERSE X SPECIAL **(Marvel)** More futuristic doom and gloom for the Boy Scout. **$3.99** (shipping December 13)

EXCALIBUR: SWORD OF POWER #1 (OF 4) **(Marvel)** Captain Britain's homeworld is destroyed and he wants whoever did it. **$2.99** (Dec. 6)

FANTASTIC FOUR: THE WORLD'S GREATEST COMIC MAGAZINE #1 (OF 12) **(Marvel)** Erik Larsen pays homage to the FF in the Lee-Kirby style. **$2.99** (Dec. 20)

FANTASTIC FOUR/SENTRY **(Marvel)** Sentry recalls his glory days with Reed Richards and the gang. **$2.99** (Dec. 13)

FIRST WAVE: HEART OF A KILLER #1 (OF 2) **(Andromeda Entertainment)** Cade Foster battles an alien threat. Based on the Sci-Fi Channel series. **$2.99** (late Dec.)

GAMBIT & BISHOP ALPHA **(Marvel)** Bishop threatens the X-team in this prequel to the upcoming limited series. **$2.25** (Dec. 27)

GEN13: MEDICINE SONG **(WildStorm/DC)** Sarah Rainmaker takes on evil spirits. Booga! **$5.95** (Dec. 13)

GOLDEN AGE SECRET FILES #1 **(DC Comics)** Clark Kent interviews the old-school heroes. **$4.95** (Dec. 27)

HULK/SENTRY **(Marvel)** Mister Greenjeans acts as the Sentry's aide. **$2.99** (Dec. 20)

THE NAMES OF MAGIC #1 (OF 5) **(Vertigo/DC)** Tim Hunter learns more about his skills. **$2.50** (Dec. 27)

SCARY GODMOTHER ACTIVITY BOOK #1 **(Sirius Entertainment)** Puzzles, paper dolls and other fun activities. **$2.95** (late Dec.)

SPIDER-MAN/MARROW **(Marvel)** Spidey runs into the not-so-merry mutant. **$2.99** (Dec. 6)

SPIDER-MAN/SENTRY **(Marvel)** Parker and Sentry deal with the Void. **$2.99** (Dec. 6)

STAR TREK SPECIAL #1 **(WildStorm/DC)** An anthology featuring Trek legends past and present. **$6.95** (Dec. 20)

STAR WARS: UNDERWORLD #1 (OF 5) **(Dark Horse)** Solo, Chewie and Boba Fett race to find a treasure for the Hutts. **$2.99** (Dec. 13)

WARREN ELLIS' STRANGER KISSES #1 (OF 3) **(Avatar Press)** Genetically altered women are offered to rich perverts. **MR. $3.00**–regular, **$3.95**–wraparound cover art (late Dec.)

WITCHBLADE/ALIENS/DARKNESS/PREDATOR: MINDHUNTER #1 (OF 3) **(Dark Horse)** Ugly creatures and beautiful people mix it up. **$2.99** (Dec. 27)

ZERO GIRL #1

X-MEN: BLINK #1 (OF 4) **(Marvel)** Blink infiltrates Apocalypse's 'hood. **$2.99** (Dec. 27)

X-MEN/SENTRY **(Marvel)** Archangel and Sentry get caught up in old times before they meet the Void. **$2.99** (Dec. 27)

ZERO GIRL #1 (OF 5) **(WildStorm/DC)** A nerdy girl makes some strange self-discoveries in this Sam Kieth creation. **$2.95** (Dec. 6)

MR TITLES DENOTED WITH AN MR CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS.

FANTASTIC FOUR #38

MARVEL Jeph Loeb starts dictating the fates of the FF heroes in this issue, and they couldn't be in better hands. To get things started, Grey Gargoyle and the Thing have a difference of opinion on who the bigger blockhead is. While they're arguing, the rest of the team seems to have taken a sabbatical. By Loeb and Carlos Pacheco. **$2.25** (Dec. 6)

THE FIRST #2

CROSSGEN After a mission to find a Sigil-Bearer ends badly, the First retreat to Elysia to collect themselves. Too bad inner turmoil develops, and a vengeful target comes looking to settle the score. By Barbara Kesel, Bart Sears and Andy Smith. **$2.95** (Dec. 6)

FLASH #169

DC COMICS Wally's still trapped in "Wonderland," and wife Linda Park is trying to chop his head off in a guillotine. (And what woman hasn't tried *that* old trick?) To make matters worse, Flasher can't vibrate his way out of it 'cuz he's cut off from the speed force. That's not all that's about to get cut off. By Geoff Johns, Angel Unzueta and Doug Hazlewood. **$2.25** (Dec. 27)

HELLBLAZER #157

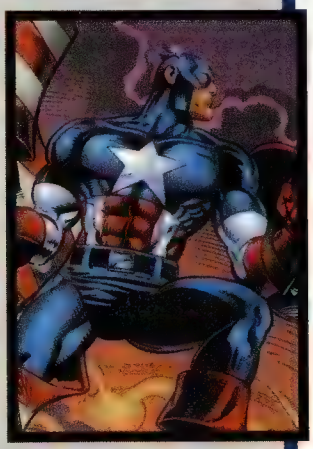
GATECRASHER #6

BLACK BULL ENTERTAINMENT Hey, hey, hey! Check out mondo-studly Alec finding the chick of his dreams and Mandelbrot invading Earth space. Excited? You paying attention, Billy? Listen, we can turn this magazine around *right* now if you kids don't show some respect. Your mother and I don't work ourselves to the bone just to have you act like ungrateful punks! By Mark Waid, Jimmy Palmiotti and Amanda Conner. **$2.50** (Dec. 27)

dreampicks

THE IDEAL COMIC

GREG RUCKA ON 'CAPTAIN AMERICA'



Remember when Mark Gruenwald's Cap stories had the Star-Spangled Avenger helping every citizen find his or her American dream? Those are the roots that Greg Rucka (*Detective Comics*) would explore if he ever got the chance to write *Captain America*.

"Cap is an honest-to-God dream project, but I'd want to, in the words of Mark Waid, make the stories about America," says Rucka. "I'd put Cap against not only Bad Guys but also Bad People–and there is a big difference–and Bad Politics. There's room for a lot of pathos with Cap, and I'd really want to go after that pretty aggressively. America is constantly changing. How does a guy like Cap keep up? How does his idealism and his patriotism survive?"

GREEN LANTERN #133

DC COMICS "While Rome Burned" continues, with Kyle and Jen getting all kissy-poo while John Stewart lies near death in a hospital. Way to take care of your fellow man, dawg. Meanwhile, Alan Scott fights off yellow demons. Sure, Alan. Yellow demons. Whatever you say. By Judd Winick, Darryl Banks, Mark Bright and Rich Faber. **$2.25** (Dec. 6)

HELLBLAZER #157

VERTIGO/DC Famed *Hellblazer* artist Steve Dillon returns to illustrate a tale of Constantine coming face to face with FBI agent Frank Turro. Naturally, the two don't exactly get along. "[Turro's] going to drop some hints as to why John was sent to prison," shares Brian Azzarello. Okay, anything else? "Steve f—ing Dillon! What else do you need to know, man?" Ow, our frickin' ears! By Azzarello and Dillon. **MR. $2.50** (Dec. 27)

JLA BOOKS

DC COMICS In *JLA: Seven Caskets* (Dec. 6), the Chaos God and his minions are freaking people out all over the world. The League will have to become evil in order to defeat him. Over in *JLA vs. Predator* (Dec. 13), those nasty hunters from outer space make the JLA their new prey. And in the seminal *JLA* #50 (Dec. 27), the team is torn over ejecting that creepy Batman from the ranks. By a number of talented mammals. **$3.75**–*JLA* #50, **$5.95**–*Seven Caskets*, *Predator*

KILLRAVEN

MARVEL Here's a high concept for ya: It's "Gladiator" meets "Star Wars"! Jonathan Raven is a slave forced to fight for sport. But when he busts out, them damn, dirty Martians are gonna pay for what they did to him. You hear us? They'll pay good! (Vigorous fist-shaking ensues.) By Joe Linsner. **$2.99** (Dec. 20)

STRANGE BUT TRUE 2000's unusual happenings

On the first Comic Book Legal Defense Fund cruise, *Sandman* writer Neil Gaiman was parasailing about 100 feet over the Pacific Ocean when the motor of the boat pulling him died. Gaiman plummeted into the ocean where he was rescued by locals. He received a free second ride.

LEGION LOST #10 (OF 12)

DC COMICS These whiny little pukes had better get it together, because the Progeny army is about to lay that serious, sweet smackdown on their collective sugared rumps. Yes, being lost in outer space is the pits, but you're heroes, people. Don't wuss out now! By Dan Abnett, Andy Lanning and Olivier Coipel. **$2.50** (Dec. 6)

MIDNIGHT NATION #4

TOP COW/IMAGE Traveling cross country; man, that's the life. Who wouldn't enjoy seeing all those sights and meeting all those interesting people? Oh, we dunno: How about a guy in search of his soul? Kinda sucks the fun out of everything. By J. Michael Straczynski, Gary Frank and Jason Gorder. **MR. $2.50** (late Dec.)

MIDNIGHT NATION #4

NIGHTWING #52

DC COMICS Selina Kyle is after a big chunk of rock. The Klopmann Diamond, to be exact. And here's a hint for ya: She ain't gonna get married to snag it. Can Dick Grayson stop her? Or will they both have to team up to combat a bunch of armed thieves with the same idea? By Chuck Dixon, Greg Land and Drew Geraci. **$2.25** (Dec. 13)

100 BULLETS #19

VERTIGO/DC "Hang Up on the Hang Low" wraps up, with Agent Graves sticking around even after Loop has finished up his dirty business. "We're going to see the return of a major badass," promises writer Brian Azzarello. Mr. T? "Why do I gotta give it away, man?" He's avoiding the question! It's T! By Azzarello and Eduardo Risso. **MR. $2.50** (Dec. 6)

POWERS #8

IMAGE Nothing like a dork in a costume to get those murderous juices flowing. "Walker and Pilgrim are faced

alsoshipping

MORE BOOKS TO GET

CAPTAIN AMERICA #38 **(Marvel)** Cap invades A.I.M. headquarters, looking to settle things with Protocide. **$2.25** (shipping December 20)

COUNTER-X BOOKS **(Marvel)** In *Generation X* #72 (Dec. 13), Monet and Jubilee ride the subway! Over in *X-Man* #72 (Dec. 20), Qabri tries to rub out Earth. And in *X-Force* #111 (Dec. 27), the team tangles with a Soviet "death squad." **$2.25 each**

CRIMSON PLAGUE #4 **(Gorilla/Image)** A superteam comes together to investigate Earth's possible extinction. **$2.50** (late Dec.)

DEADPOOL #49 **(Marvel)** Wade Wilson starts romancing the ladies. Did he get a new face or something? **$2.25** (Dec. 27)

INCREDIBLE HULK #23 **(Marvel)** Joe Fixit gets mixed up with the Chicago mob. Who could shake down this guy? **$2.25** (Dec. 20)

IRON MAN #37 **(Marvel)** Stark suspects an old friend of ripping off *his* funky ideas. **$2.25** (Dec. 13)

JSA #19 **(DC Comics)** The Spectre lends a clammy hand against Johnny Sorrow and the King of Tears. **$2.50** (Dec. 20)

MERIDIAN #7 **(CrossGen)** Sephie might find herself prisoner in her own city. **$2.95** (late Dec.)

MYSTIC #7 **(CrossGen)** Darrow's looking to find out why Giselle bears the mark of the sigil, no matter what. **$2.95** (Dec. 6)

MYSTIC #7

PROMETHEA #12 **(WildStorm/DC)** A circus visit unfolds into a history lesson on–get this–the entire universe! **$2.95** (Dec. 27)

ROBIN: YEAR ONE #3 (OF 4) **(DC Comics)** Young, newly-anointed sidekick Dick Grayson combats Mr. Freeze. **$4.95** (Dec. 27)

SIGIL #7 **(CrossGen)** The *BitterLuck* ship is under attack. Go figure. **$2.95** (late Dec.)

SPAWN BOOKS **(Todd McFarlane Productions/Image)** In *Hellspawn* #5 (late Dec.), a local newscaster gets kidnapped. And in *Spawn* #105 (late Dec.), BlisterPuss discovers who's been sent to rub him out. **$2.50 each**

SPIDER-MAN BOOKS **(Marvel)** In *Amazing Spider-Man* #26 (Dec. 13), Parker learns more about his father's death. And in *Peter Parker: Spider-Man* #26 (Dec. 20), the NYPD thinks long and hard about the Webhead. **$2.25 each**

TOMORROW STORIES #9 **(WildStorm/DC)** Splash Brannigan and company act all wacky. **$2.95** (Dec. 13)

TRANSMETROPOLITAN #41 **(Vertigo/DC)** A bunch of loonies pontificate on the order of the world. **$2.50** (Dec. 13)

VAMPI #5 **(Harris Comics)** Vampi finally finds out the purpose of her newest mission. **$2.95**–regular, **$9.95**–deluxe Mike Wieringo cover (late Dec.)

WOLVERINE #159 **(Marvel)** Yet another villain wants Logan dead. Get in line, bro. **$2.25** (Dec. 27)

WONDER WOMAN #165 **(DC Comics)** Batman–looking all serious–guest stars to help out WW against an awesome new power. **$2.25** (Dec. 27)

X-BOOKS **(Marvel)** In *Uncanny X-Men* #389 (Dec. 6), Professor X gathers the team to aid Cecilia Reyes. Over in *Uncanny X-Men 2000* (Dec. 20), X also lends a hand to Amy Stringer, a mutant at a crossroads. And in *X-Men* #109 (Dec. 20), the team celebrates the holidays. Maybe no one will get maimed. **$2.25**–*Uncanny*, **$3.50**–*2000*, *X-Men*

with a rash of murders along college campuses," explains writer Brian Michael Bendis. "They're college kids, role-playing as superheroes. Even though it's not technically a Powers-related case, it might end up being one." By Bendis and Mike Avon Oeming. **$2.95** (late Dec.)

PUNISHER #11 (OF 12)

MARVEL Frank Castle gears up for a final showdown with the Gnucci-hired Russian, who might just match Frank bullet for bullet and scowl for scowl. All well and good, except that Castle needs to make sure his slum-building buddies don't get blown away in the process. By Garth Ennis, Steve Dillon and Jimmy Palmiotti. **$2.99** (Dec. 13)

SCION #7

CROSSGEN Ethan mourns the loss of one of his family members, killed in the giant battle royale issue last issue. Soon after, a mysterious stranger—they're the worst kind—arrives and offers his services as a war adviser. But is his interest in Ethan's sigil masking an evil intent? By Ron Marz, Rick Leonardi, Karl Kesel and Paul Mounts. **$2.95** (Dec. 20)

UNIVERSE X #5

SUPERMAN BOOKS

DC COMICS Swoosh! In *Superman* #165 (Dec. 6), Big Blue frets over what to get the JLA for Christmas. Listen, bro, if the garters don't fit Lois, we hear Flash goes through a lot of them. By Jeph Loeb and assorted artists. And in *Action Comics* #774 (Dec. 27), J'onn J'onzz joins in on some New Year's Eve butt-kicking. By Joe Kelly, Eric Canete and Juan Vlasco. **$2.25 each**

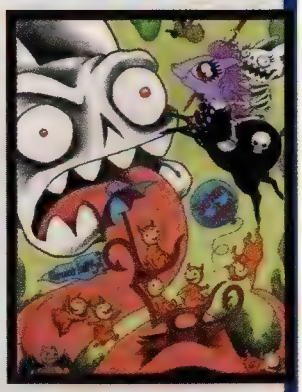
THUNDERBOLTS #47

MARVEL You just can't keep a good 'Bolt down. An old member rejoins in this issue, and the Songbird/Captain Marvel relationship heats up faster than a kitten in a microwave. Not that we'd know the time on that. *Cough*. By Fabian Nicieza, Mark Bagley and Greg Adams. **$2.25** (Dec. 20)

ontheedge

OFF THE BEATEN PATH

WABBIT STEW



Who doesn't like li'l bunny rabbits? They're cute, cuddly, and they taste great after being simmered in a boiling pot of water! Slave Labor Graphic's *Skelebunnies* #1 arrives to satisfy the people who've been craving tales of undead bunnies coming back to haunt the living. (And God knows you're out there.) The furry freaks become tempted by Satan, but don't seem to care much. Watch and giggle as they get themselves caught up in all kinds of wacky situations. Bet Glenn Close had something to do with this. **$2.95** (shipping late December)

THOR #32

MARVEL Whoa, Nellie! It's 100 pages of Thor this month. Time to head for the crapper. Malekith and Pentigaar terrorize Asgard, while Thor and Beta Ray Bill battle Kurse. Plus, 64 pages reprinting classic *Thor* tales from yesteryear. By Dan Jurgens, Andy Kubert and Scott Hanna. **$3.50** (Dec. 6)

TOMB RAIDER #10

TOP COW/IMAGE Lara races against the Midnight Squires to snag the infamous eye of Shaherettin. Only the liver of Stark and brain of Grimm are more treasured due to their rarity and/or atrophy. Lara also contemplates a sports bra, but loses track of her thoughts when a shiny quarter catches her attention. By Dan Jurgens, Andy Park and Jonathan Sibal. **$2.50** (late Dec.)

TOP 10 #11

WILDSTORM/DC Being the new guy on the block is rough enough. In this instance, a new cop joins the police force after they lost one of their own in last month's battle. There's something about this fellow, though, that just doesn't sit well with anyone. By Alan Moore, Gene Ha and Zander Cannon. **$2.95** (Dec. 20)

ULTIMATE SPIDER-MAN #4

MARVEL Looks like someone close to Peter Parker is about to bite the dust. Only two hints, okay? Geritol and diapers. "Something very tragic is going to happen to Peter that will push him into the superhero life," reveals scribe Brian Michael Bendis. "He grows up big time." Whatever could it be? By Bendis, Mark Bagley and Art Thibert. **$2.50** (Dec. 6)

STRANGE BUT TRUE 2000's unusual happenings

Painter Steve Rude wrote an open letter to Marvel Comics after being canned from *X-Men: Children of the Atom*. In the letter, Rude apologized for his missed deadlines and claimed he had an epiphany. He promised to get his work and life back on track.

UNIVERSE X #5 (OF 12)

MARVEL Ant-Man is obnoxious enough. Now it looks like we'll have to deal with an entire fleet of Ant-Men, starting in this issue. Meanwhile, Mar-Vell is after Death for killing one of the good ones, and Thor gets all "thou has tickedus me offus" on Loki. By Alex Ross, Jim Krueger and Doug Braithwaite. **$2.50** (Dec. 27)

USAGI YOJIMBO #44

MAVERICK/DARK HORSE The "Grasscutter II" saga is nearly complete, and Usagi is staying busy by trying to prevent Chizu from throwing the fabled blade into the sea. The Komori bat ninja clan would like the sword, as well...but for altogether different reasons. By Stan Sakai. **$2.99** (Dec. 27)

characterprofile

RAP SHEET

APHRODITE IX

NAME GAME Other names for the buttocks: arse, ass, back end, behind, booty, butt, bum, can, derriere, gluteus maximus and rump, just to name a few.

THE NATURAL Aphrodite IX's green hair isn't a dye job. Nope, she's a natural green-head. But we wonder if the carpet matches the drapes!?!

BUILT LIKE TIMEX Aphrodite jumped from over 50 stories up, was shot a dozen times and lived to tell about it. She's the kind of girl who takes a licking and keeps on ticking.

SPLITSVILLE The sexy assassin actually has two separate personalities. One's a hardcore killer and the other an innocent young girl.

WORKING IT OUT Want a perfect ass like Aphrodite's? Just work it out. Experts recommend squat thrusts and walking or jogging. Or buy the "Buns of Steel" video to harden those glutes!

BOTTOMS ACROSS THE GLOBE *Aphrodite IX* artist David Finch lives in Canada where a lot of great posteriors have crossed the border, including Pamela Anderson, Shania Twain and Neve Campbell.

LETHAL WEAPON Aphrodite IX knows how to use almost every weapon ever invented. In addition to having a killer ass, she also kicks mucho butt.

BAD BOY Burch is Aphrodite's keeper. When she blacks out after a kill, he picks her up and makes sure she gets home safely so she can start her next mission. Talk about your designated driver.

FORGET-ME-NOT Aphrodite never remembers anything after her latest kill, so she leaves herself videotaped messages so she can get the scoop on who she is and what she does. Uh-oh; caught on tape!

BOOTY CALL Actress Jennifer Lopez has become famous for her assets, and host Chris Rock made so many references to her butt during the 1999 MTV Movie Awards that he had to apologize afterwards!

THONG SONG SisQó would be proud. In her very first issue, Aphrodite's seen in a thong seven times! We only got to three before...well, you know.

ORIGIN

Aphrodite IX ain't your typical girl–in fact, she ain't even a chick!

Nope, Aphrodite is an android. Unfortunately, she doesn't even know where she came from or who created her. All she knows is that she's virtually indestructible and one *damn* fine killing machine. While other people living on her planet prolong their lives by switching their organs and damaged body parts with synthetic replacements, Aphrodite's one of a kind, because she's *all* synthetic. It's pretty clear either a government conspiracy or a high-tech company created her, but no one's stepping up–yet. The only problem? About 15 minutes after assassinating someone, Aphrodite loses her memory and doesn't have any idea who or what she is. And you thought you had trouble remembering things after a rough night out.

NOW APPEARING

Aphrodite appears every month in her own series from Top Cow Productions, aptly named *Aphrodite IX*. "We're about to do a lot of cool stuff," said writer David Wohl, who teams with artist David Finch on the title. "In the first storyarc, we're pretty much going to focus on Aphrodite finding out who and what she is. It's not at all what you'd expect. There'll be some shockers in there." Aside from tying up those mysteries, Aphrodite'll definitely kill a lot of people as well. She'll also make a few new friends along the way as well as a number of booty calls. Hey, and for all you bum lookers out there, expect more booty than you can shake a riding crop at. Yeah, baby, yeah! Sorry about lapsing into a bad Austin Powers–we'll try to restrain ourselves.

JSA THIS CROSS-GENERATIONAL TEAM KEEPS SUPERHEROING IN THE FAMILY

Some kids grow up in the plumbing business. Others inherit the family restaurant. But in the JSA, families welcome their kids into the superhero business.

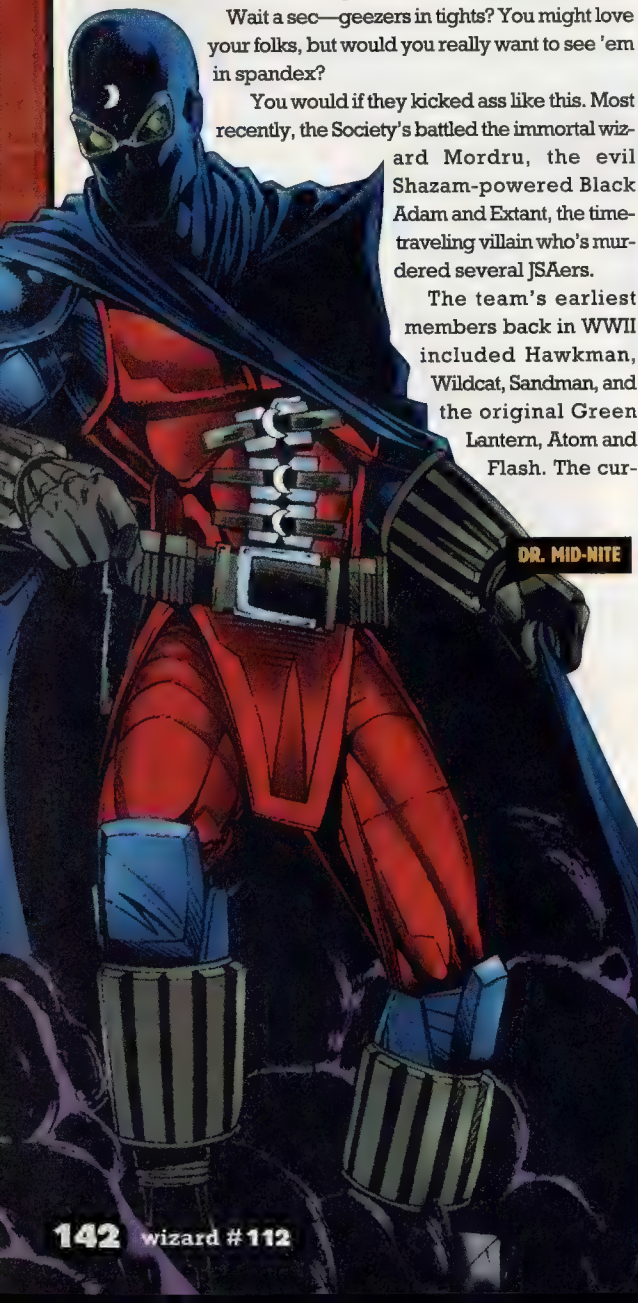
The Justice Society of America started as comics' first superteam back in the Golden Age of comics. Now the sons, daughters and spiritual heirs of the old guard fight as the JSA today. Not that the original JSAers have all kicked off—some of them made the team. Someone's got to show the kids the ropes, after all.

"The theme of the JSA is carrying on a heroic legacy, generation to generation to generation," says Geoff Johns, who co-writes the DC title with David S. Goyer. "That's a big part of our appeal, and it's reflected in our readership. We have a lot of older fans, but a good share of younger fans too."

Wait a sec—geezers in tights? You might love your folks, but would you really want to see 'em in spandex?

You would if they kicked ass like this. Most recently, the Society's battled the immortal wizard Mordru, the evil Shazam-powered Black Adam and Extant, the time-traveling villain who's murdered several JSAers.

The team's earliest members back in WWII included Hawkman, Wildcat, Sandman, and the original Green Lantern, Atom and Flash. The current multi-generational version of the JSA features a mix of still-young old-timers (Sentinel, the former Green Lantern; Flash and Wildcat), experienced heroes (Black Canary, Starman, Sand and Atom Smasher) and newcomers (new versions of the Star-Spangled Kid, Hawkgirl, Mr. Terrific, Dr. Mid-Nite, Hourman, and Dr. Fate).



DR. MID-NITE

YOUNG AT HEART Flash (center) is a lucky old stiff—he gets to work with young hotties like Hawkgirl (rear), Star-Spangled Kid (front) and Black Canary (right).

Cool moments abound in *JSA*. In issue #16, the evil speedster Rival "autographs" America by murdering people in specific locations, spelling his name out on the map. Atom Smasher created a moral quandary in *JSA* #15 by reaching back in time to rescue his mother instants before she was to die in a plane crash, leaving Extant—who caused the crash—to die in her place. And the Injustice Society took out Sentinel, the JSA's most powerful member, in *one panel* of #16 with a bullet made of wood, Sentinel's lone weakness.

Johns scoffs at any suggestion that the team's senior members don't pull their own weight. "Occasionally, we have to set up one great moment for each of these characters," he says. "Sentinel got a chance to show just how powerful he is in #9 [when fighting his insane son Obsidian]. Flash is going to get his great moment. We gave Wildcat a whole issue [#10, where he single-handedly defeated the Injustice Society.] There's a reason these characters are still around, still popular, still cool."

In the current "Injustice Be Done" storyarc (*JSA* #16-#19), the team gets thumped by the Injustice Society—but look for the Spectre and J.J. Thunder, current versions of Golden Age JSA

members, to help save the day. *JSA* #20 will be a "Day In The Life" story to give the team a chance to catch its breath. After that, a hero whom Johns refers to as "sort of new" will join the team. Then, starting in *JSA* #23, the JSA visits the planet Thanagar to kick off the long-awaited return of Hawkman.

Once a JSA mainstay, Hawkman's been in creative limbo since DC's time-altering "Zero Hour" event, when all the different versions of Hawkman were fused into one "Hawk-being." Johns and Goyer now will take their stab at boiling down the character to his essence once and for all.

"Our goal is to be able to tell his origin in two panels," Johns says. "We're going to deal with what's been established, simplify it, and focus on certain elements to carry on a theme of what Hawkman is and what he should be."

Johns's vision of Hawkman should have fans salivating over his return: "He's a weapons master, he's a brutal fighter, and he's capable of going head-to-head with anybody the JSA faces."

After the team returns from Thanagar in #26, Johns and series artist Stephen Sadowski (Goyer will take a six- to eight-month hiatus to work on the "Ghost Rider" movie script) feature a two-parter starring the new Dr. Mid-Nite. The coming months will see the blossoming of romance between at least one pair of JSAers, as well as guest appearances from Captain Marvel, the Huntress and Power Girl.

"JSA is the team that inspired every other superhero team," Johns brags. "The Titans, the JLA, and everyone else that's followed owes something to the JSA. It all started here, and we want to show everyone why." ■ JAMES BUSBEE

PEEK-A-BOO The JSA will get a helping hand from the Spectre (Kids! It's Hal Jordan!) in future issues.

bookmarks

MORE REASONS TO READ THIS BOOK

GENERATION JSA

WIZARD stacks up those old WWII farts against today's superhero slipkidz:

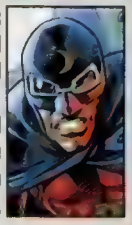
THEN ◄ ► NOW

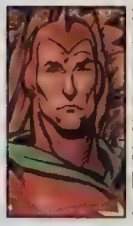
SANDMAN Wesley Dodds, along with kid sidekick Sandy, fought crime in a suit and gas mask. He recently committed suicide in a battle with Mordru.

SAND Sandman once accidentally transformed his sidekick, Sandy the Golden Boy, into a sand monster. Now Sandy Hawkins has sand-morphing and earth-control powers.

DR. MID-NITE An explosion left Dr. Charles McNider able to see only in the dark. He used "blackout bombs" to fight crime, but was killed by JSA villain Extant during "Zero Hour."

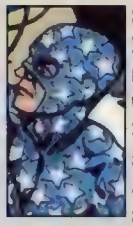
DR. MID-NITE Dr. Pieter Cross was injected with a drug which permitted him to see in the infrared spectrum. When an explosion also blinded him, he began his nighttime war on crime.





STARMAN Amateur astronomer Ted Knight used the "Gravity Rod," a weapon of immense power, to fight evil. Now elderly, he has passed on the Starman legacy to his son.

STARMAN Jack Knight, son of the original Starman and a reluctant hero, felt duty-bound to become Starman and now patrols Opal City bearing the star-powered Cosmic Rod.

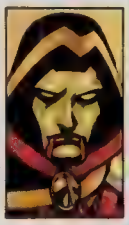


STAR-SPANGLED KID Sylvester Pemberton Jr., using a cosmic converter belt made by the original Starman, fought crime with sidekick Stripesy in WWII.

STAR-SPANGLED KID Stripesy's stepdaughter Courtney Whitmore discovered a cosmic converter belt in Stripesy's possession and wears it just to make him mad.

HOURMAN Chemist Rex Tyler invented the "Miraclo" pill that gave him super-strength and speed for exactly one hour. He was killed by Extant during "Zero Hour."

HOURMAN An android from the 853rd century whose software is patterned after Rex Tyler's DNA, Hourman can travel through time and age or de-age any object or being.



MR. TERRIFIC Terry Sloane was a scientific genius and superb athlete. Feeling unchallenged by life, he discovered superheroics gave him the thrill he needed.

MR. TERRIFIC Olympic athlete/technology genius Michael Holt was shattered by his wife's death. Inspired by the original, he became Mr. Terrific to give his life meaning.

■ JB AND THE WIZARD STAFF

'NET GAINS

GRADED GOLD

CGC-graded comics revolutionized 2000 back-issue market

CGC might as well have stood for "Comic Global Conquest" in the year 2000.

"It's been a phenomenal year," says Steve Borock, primary grader for the Comics Guaranty Corporation (CGC). "We always knew that we'd hit a home run, but we didn't think it would happen this fast."

CGC accepts comics to be graded for a fee; a comic is "slabbed" (sealed in a plastic container) and given a grade from 0.5 to 10.0. WIZARD first reported on the emergence of CGC back in issue #100 and predicted it would probably take a few years for it to have an impact on the industry, since that was how long it took a similar system to affect the sports card market. But since opening their doors in January, CGC has quickly established itself as a force to be reckoned with on the back-issue market.

High-graded, Near Mint books often sell for several times their guide value. Notorious examples include a 10.0 *Spider-Man* #1K (vol. 1, silver bagged ed.) selling for $310 (guide value: $15), a 9.6 *Incredible Hulk* (vol. 1) #181 selling for $2,850 (guide: $600), and a 10.0 *Spawn* #1 selling for $450 (guide: $14).

"When I first came into the market, I got taken to the cleaners and lost about $16,000," Borock reveals. "[CGC] has made it much safer for collectors; you don't have to be an expert on grading books."

Retailer opinion has been mixed since CGC's splash.

"It takes the arguments out of collecting," says Chuck Rozanski, President of Mile High Comics. "I can't stand dealing with nitpicky collectors, especially Golden Age collectors; they're loons! With CGC, there's no doubt about what kind of book you've got."

Glen Lightfoot, owner of Superheroes Unlimited in Miami Beach, Fla., isn't as quick to praise CGC.

"I've heard [comic fans] question the integrity of them," he says. "I realize they provide security for Internet buyers, but if you can't grade a book yourself, you shouldn't be buying it...I think that's a necessary skill for serious collectors to have."

And what of the higher prices many graded books command?

"*Spawn* #1 going for [$450] is just crazy," says Mike Banks, manager of All About Books and Comics in Phoenix, Ariz. "I've got 75 to 100 9.0 copies of that book in my back room right now!"

Many retailers believe the inflated prices will drop once the market gets used to CGC's presence.

"It's wild out right now, but that's because collectors want to strike while it's hot," says Brad Bankston, manager of Austin Books, Inc. in Austin, Texas. "Right now, CGC can only help the industry, so long as speculators don't take control."

It's been quite a year for CGC, and 2001 and beyond looks bright. But with both supporters and naysayers increasing in number, anything could lie on the road ahead.

"We're in this for the long haul—at least, I hope so," Borock laughs. "We're so backed up, it's actually mind-boggling. I'm sure I'll be working during the holidays, but I don't mind.

"I like my gig." ■ **JESSE THOMPSON**

Paul Schiraldi

ONLY TAKE PLASTIC CGC-graded books are definitely the way of the future.

WINNERS & LOSERS

'Elseworlds,' Pokémon biggest gainer, loser in 2000

Who woulda thought the foreign market would be where it's at for the smart comic investor in 2000?

DC shredded its controversial *Elseworlds 80-Page Giant*, but a few hundred issues still shipped to Britain. The $5 book soon sold online at a walloping $215 per issue, making it the year's top back-issue gainer—up 4,200% from $5 to $215.

On the other hand, the Pokémon fad died this year, making Viz Comics' *Pokémon: The Electric Tale of Pikachu* #1 the year's biggest loser, down nearly 69% from $16 to $5.

"It's simple supply and demand," said Tracy Hollingsworth, operations manager for Heroes and Dragons Megastore in Columbia, S.C., explaining that the low availability of the *Elseworlds* and the high print run of *Pikachu* were big factors in the price volatility of those two books. "People always want what they can't have."

Tom Shea, owner of TJ Collectibles in Milford, Mass., adds, "The collectors never got into Pokémon, the speculators did, so that book couldn't retain it's value."

So where will collectors find the big gainer in 2001? "I like *Authority* #1 and *Planetary* #1 because we're still seeing a lot of demand for those books, even though they've been reprinted in trade paperbacks," says Jason Bean, a retailer with Captain Comics in Homewood, Ala. "But I see *Ultimate Spider-Man* #1 being a big loser when the magazine-sized reprints come out."

Both Shea and Hollingsworth like CrossGen's *Scion* #1 and Image's *The Red Star* #1 to gain next year. And "*Danger Girl* #1 and *Battle Chasers* #1 are going to drop like rocks," says Shea. "They haven't been coming out—it's that simple. How can you sell it for $10 to $15 if nobody wants it?" ■ JIM AREHART

POPULARITY CONTESTS

BREAK IT ON DOWN NOW!

TOP 5 COMICS FOUND IN WIZARDWORLD.COM COMICS PORTFOLIO

1. Spawn #1A (1992) *1,185*
2. X-Men #25 (1991) *804*
3. X-Men #2 (1992) *803*
4. Spawn #9 (1992) *784*
5. X-Men #1 (gatefold cover/1992) *779*

UPS & DOWNS

MOVERS AND SHAKERS IN THE INDUSTRY

ULTIMATE SPIDER-MANIA They did it! They did it! Marvel has finally made Spider-Man cool again, and fans are responding–in droves. *Ultimate Spidey* #1 sold out to the bare walls. The regular cover version, if you can find it, fetches up to $10; the variant white cover version and the Dynamic Forces variant cover version can go for more than double that–up to $25. Then came issue #2. Retailers foolishly dropped their orders, assuring it will also be a sell-out issue–especially the Jae Lee cover variant, which, because of a shipping screw-up, arrived a week late on the West Coast. Marvel plans not to reprint *Ultimate Spidey* #1–#2 but to post them online.

BENDIS BOOM Speakin' of *Ultimate Spider-Man*, writer Brian Michael Bendis has the Midas touch lately. Fans turned on by his *Ultimate Spidey* and *Powers* work have finally noticed his writing on Todd McFarlane Productions' *Sam and Twitch*, which took a sales uptick with issue #15. But...

"SAM AND TWITCH" Bendis has announced he's leaving *Sam and Twitch* in February with issue #19, along with another Todd McFarlane book, *Hellspawn*, with #7. He'd been writing both books since their first issues. Look for sales of these *Spawn* also-rans to dip once Mr. Midas moves on to greener pastures (and see this issues "Wizard News & Notes" for more info on Bendis' movement.)

HAPPY 'HARELY' DAYS The Joker's gal-pal, Harley Quinn, made much mirth with a solid top-10 debut for *Harley Quinn* #1 this month. The only surprise is that it took DC this long to give her her own series.

'NIGHTWING' FLIES The super-sized anniversary issue #50 took a nice uptick in sales this month, treating more readers to another Chuck Dixon-Greg Land action-packed extravaganza. It's well-deserved, as some readers left the book when popular artist Scott McDaniel moved over to *Batman* in January, but have returned to the fold after realizing Greg Land's great art didn't disappoint. Unfortunately for them...

CROSSGEN COMICS...AGAIN CrossGen's latest exclusive hire is Greg Land, taking him offa *Nightwing*. The company's success in luring away A-list creators continues to make them a company worth lookin' out for.

SAM & TWITCH

Comics by the Numbers THE TICKER

1,017,530 Copies of Top Cow Productions' *Tomb Raider* #1 sold worldwide, according to Top Cow

LARA CROFT

253,199 Copies of Top Cow Productions' *Tomb Raider* #1 sold in the United States, according to Top Cow

201,108 Copies of Top Cow Productions' *Tomb Raider* #1 sold in Germany, according to Top Cow

10,053 Reorder copies of *Ultimate Spider-Man* #1 sold in the first 48 hours after its release, according to Diamond Comic Distributors

1,825 Amount paid, in dollars, for J.G. Jones' Black Widow WIZARD #103 cover on eBay

BLACK WIDOW

80 Comic books published by Top Cow Productions in the first nine months of 2000, according to Top Cow

64 Comic books published by Top Cow Productions in all of 1999, according to Top Cow

19 Price, in dollars, that investment firm Coleman and Company Securities targets Stan Lee Media stock to be at in October 2001

9.625 Price, in dollars, Stan Lee Media stock closed on October 23, 2000

4 Number of writers (Neil Gaiman, James Robinson, Kevin Smith, Greg Rucka) artist Matt Wagner has worked with in his 17-year career

SOLD ON eBay

WEIRD AND ONLINE

Wow! Recently Warner Bros. sold a boatload of props from all four "Batman" movies on eBay. WIZARD kept track of what sold for what:

FEISTY FELINE Who out there can forget the sight of Michelle Pfeiffer clad in skintight leather? Apparently not the Cat-fan who shelled out $6,399.99 for the Catwoman Suit used in "Batman Returns." Now we're curious how much Sean "I should be Catwoman!" Young's suit would go for...

PSYCHO WITH STYLE Sure, Harvey Dent's a maniacal crime boss and a killer, but you've got to give him props for pizzazz when it comes to his fashion sense. For a mere $7,877, the Two-Face Suit, worn by Tommy Lee Jones in "Batman Forever," could have been yours. Come on–purple tiger-print rules!

RIDDLER'S DUDS Riddle me this: What was up with Jim Carrey's hair in "Batman Forever"? Since when did Edward Nigma wear an orange flattop? Bad coiffure aside, the green Riddler Jumpsuit (right) that Carrey pranced around in sold for $5,100. Next Bat-flick: Riddler in an orange costume. You heard it here first.

FLYAWAY ROBIN For $3,200 on eBay, one lucky fan obtained...Robin's Rope-Climber from "Batman and Robin." Okay, maybe "lucky" is a stretch. Chris O'Donnell could probably use this thing right about now–to get himself out of the acting hole this movie left him in. "The Bachelor," anyone?

DON'T HAVE A COWL Most people wouldn't want anything that's had Val Kilmer's head stuck in it. However, the Batman Cowl (above left) from "Batman Forever," which sold for a whopping $10,100, proves us wrong once again. Watch out for "Bat-dandruff"–we hear Kilmer didn't bathe during filming. Michael Keaton had no such problem–such a clean scalp!

"AS IF!"-ARANGS Pity poor little "Clueless" Alicia Silverstone; not only did she have to put up with all those "Fatgirl" jokes when "Batman and Robin" came out, she won't even see a penny from her Batgirl Batarangs (left) selling for $8,988.99 online. Boo-hoo.

CAP OF CONUNDRUMS Remember the scene in "Batman Forever" where Edward Nigma puts on the metal helmet thingy and gets all loopy? Do you remember that?...That was awesome. Another Riddler buff certainly remembered the Brain Drain Hat, having parted with $2,600 to keep it nice and close.

TELL US about your weird eBay findings! Send photos, etc. to:
SOLD ON EBAY
c/o Wizard Entertainment
151 Wells Ave., Congers, NY 10920
e-mail: soldonebay@wizardworld.com

ONTHERISE

CREATOR TO WATCH OUT FOR

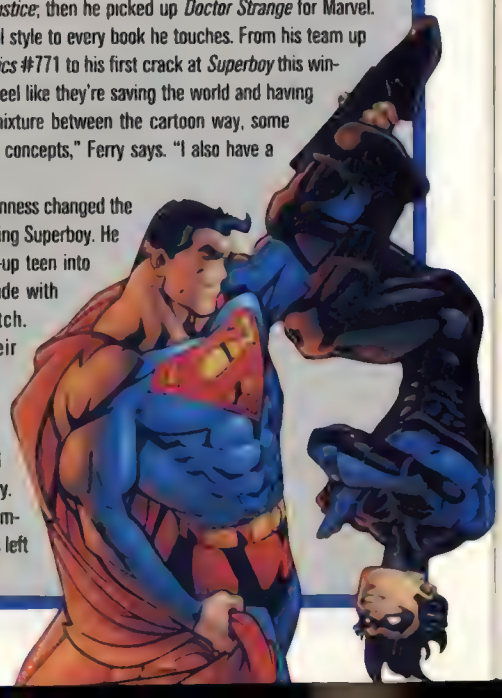
PASCUAL FERRY

PRIOR CREDITS Ferry began his career on a Marvel UK limited series called *Plasmer* thanks to a recommendation by current *JLA* inker Paul Neary. After that, Ferry began doing Marvel work in the United States in *Marvel Comics Presents* short stories. His first full comic published in America was DC's *Extreme Justice*; then he picked up *Doctor Strange* for Marvel.

WHAT HE DOES Ferry brings a youthful style to every book he touches. From his team up with writer Chuck Dixon on *Action Comics* #771 to his first crack at *Superboy* this winter, he makes his characters look and feel like they're saving the world and having a ton of fun doing it. "My style is a mixture between the cartoon way, some realistic touches, and some Europeans concepts," Ferry says. "I also have a ton of respect for the manga artists."

WHY HE'LL BE HOT Just like Ed McGuinness changed the way fans see Superman, Ferry's remaking Superboy. He turned the Kid of Steel from a beefed-up teen into a slim, trim and hyper-cool super-dude with duds, a hairdo and attitude to match. He and writer Joe Kelly begin their *Superboy* run with issue #83, shipping this December.

QUOTABLE "Spider-Man was very important when I was boy, because I felt a little like Peter Parker," says Ferry. "Also, Steve Ditko's art was weird in comparison with the others books...all this left a big impression on me."



Paul Schmalz

ASK THE COLLECTOR

Collecting tips from comics' crotchety cosmic guru

Q: ***In recent months, I've seen the value of* Millennium Edition: Mad *#1,* League of Extraordinary Gentlemen *#5 and the* Elseworlds 80-Page Giant *increase in price due to DC shredding them. I have shredded my entire collection. Will this help increase their value, too?–Chris Mozer, Huntington, NY***

A: *Unacceptable! I am the Collector, wielder of the feared Reality Gem and a nigh-omnipotent Elder of the Universe, and I will not be mocked! And piss on your* Millennium Editon: Mad*!*

Q: ***If I want my comics to last, do I need to get the extremely expensive Mylars, or will regular comic bags and acid-free boards be enough to keep them safe?–Dannyboy7886@aol.com***

A: *Regular bags will do the trick, but they don't stand up over time. If you use polypropylene bags, make sure to change them every five years. If you're using polyethylene bags, change them immediately! Polyethylene bags don't hold up and aren't recommended. Mylars offer the best protection, though.*

Q: ***I bought a* Robin *(3rd series) #1, the one with the sliding holographic cover, from my local comic book store. When I got home and opened it, every page from cover to cover was blank. What's the value of something like this?–Russ Adams, cyber_messiah@37.com***

A: *Questions like this pop up again and again, so here it is, once and for all: Oddities such as this (or books printed upside down, or with repeated page signatures, etc.) are not considered rare–they're considered defective and their value is definitely not at a premium, if it's not practically nil.*

GOT A QUESTION?

[illegible]

GRADESCHOOL

GRADED COMIC BUZZ

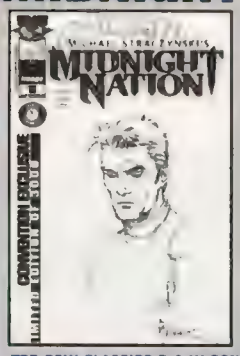
This month we take an in-depth look at Modern Age books graded by CGC. The work of Todd McFarlane is most prominent, making nearly 20% of all Modern Age submissions. McFarlane's *Spawn* #1, *Spider-Man* #1, his *Hulk* run and even his *Infinity, Inc.* stuff (that's early DC work, folks) is getting graded. And most of those are in high-grade quality (9.0 to 9.6)! Bat-books are also rocking: "Batman: Year One" (*Batman* #404–#407), *Batman: The Dark Knight Returns* and *Batgirl* #1 are well represented. Other modern graded titles making a big fat dent are anything Top Cow or X-Men, any books under the Marvel Knights imprint, *Vampi* #1 and *JLA* #1. Surprises? Recently, *Dark Minds* #1, Valiant Comics (what the–?), *G.I. Joe* and *Thundercats* are more prevalent in submissions. Surprise no-show so far: *Black Widow* #1. Funny, chicks in skintight black leather sure do it for us. ■ **FLETCHER CHU-FONG**

Special thanks to Steve Borock and Paul Litch of CGC. For more on CGC, check out our link at wizardworld.com!

UNDERCOVERS

VARIANT CHECKLIST

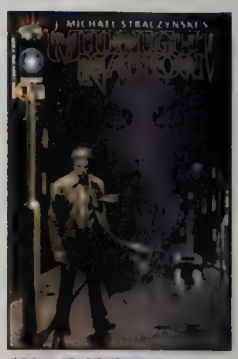
MIDNIGHT NATION #1



TOP COW CLASSICS B & W CON EXCLUSIVE 3,000 copies

TOP COW CLASSICS B & W EDITION print run unknown

ALTERNATE COVER 50% of direct-market run



REGULAR COVER 50% of direct-market run

DYNAMIC FORCES EXCLUSIVE BLUE COVER print run unknown

DYNAMIC FORCES EXCLUSIVE EUROPEAN COVER print run unknown

DYNAMIC FORCES EXCLUSIVE BLUE FOIL COVER print run unknown

FORTUNE OF THE MONTH

ANCIENT CHINESE SECRET

Turned on by Carlos Pacheco's fantastic artwork on *Fantastic Four* (vol. 3), which started in #35? Then seek out the last two issues of *Fantastic Four* (vol. 1) from 1996, which he penciled. Ish #415 is a steal at $3.50, and volume 1's last issue #416 is worth $4.

STOCKING UP

The race is over! Starting in WIZARD #106, WIZARD drafted three comic back-issue gladiators—comic writer Jeph Loeb, WIZARD editor Brian Cunningham and comic fan extraordinaire David Massuda—and pitted them in a competition to see who could build the most valuable comics portfolio by WIZARD #112—the issue in your hot little hands. They each started with a thousand bucks to spend and had one little edict: to buy books that would make them money. They all did, to varying degrees of success. As the winner, David wins $250 worth of free merch (Okay, really just the crap off our desks) to make him the envy of comic geeks worldwide. Who woulda thunk the fan would wipe the floor with the so-called "pros"? To Jeph Loeb, our heartfelt thanks for playing; to Brian, a demotion to WIZARD janitor.

PARTICIPANTS	**DAVID MASSUDA** Comic Fan	**JEPH LOEB** Comic Creator	**BRIAN CUNNINGHAM** Wizard Editor
PORTFOLIO	Amazing Spider-Man (v. 1) #129, $150; Batman: LOTDK #120, $6; Punisher (v. 4) #1A, $6; 2 copies Spider-Man #11, $350; Batman: TLH #1-#13, $73; Crisis On Infinite Earths #1-#12, $85; Mutant X #1A, $4; Wildcats (v. 2) #1A, $4; X-Men (Uncanny) #94, $500; Nightwing #1/2-#45, **up to** $166.50	Giant-Size X-Men #1, **up to** $600; 14 copies Punisher (v. 4) #1A, $84; 2 copies Punisher (v. 4) #1B (white cover), $24; Superman (v. 2) #154, $2.50; 11 copies Batgirl #2, **up to** $77; 10 copies Marvel Boy #1A, $40; 31 copies Marvel Boy #2, $93; 10 copies Batman: DV #1, $70; 11 copies Red Star #1, $38.50; 11 copies Red Star #2, $33; 12 copies Superman (v. 2) #160, $27; 9 copies Punisher (v. 4) #2A, **up to** $36; 9 copies Punisher (v. 4) #2B, **up to** $36, 41 cents in the bank	Giant-Size X-Men #1, **up to** $600; 5 copies each Punisher (1st mini-series) #1-#5, $150; 2 copies Punisher: War Journal #6, $4; Punisher War Zone #1, $3; 2 copies Punisher (v. 4) #1A, $12; 20 copies Red Star #1, $70; 10 copies Red Star #2, $30; 10 copies Powers #1, $35; 10 copies Powerpuff Girls #1, $80; 10 copies Powerpuff Girls #2, $50; 2 copies Batman: The Dark Knight Returns #1, $32; Batman: The DKR #2, $12
BEST MOVE	Without a doubt, Massuda's best move all year was picking up 2 copies of *Spider-Man* #11, which shot up $200 in one month and catapulted him from second place (behind Jeph Loeb) strongly into first–where he stayed.	Jeph made a few good calls of recent books to spike in price, like *Batgirl* #2, Quesada's *Iron Man* run and *Marvel Boy* #1. But all of those together weren't enough to put him over the top.	Brian did pick *Powerpuff Girls* #1, his 10 copies of which leapfrogged in value from $50 to $70 to $80. But of course, you understand the phrase "best move" is *real* relative when WIZARD's own editor gets spanked by $266.50.
WORST MOVE	David dropped *Giant-Size X-Men* #1 in WIZARD #109; if he'd held on to it till now he'd be up another $50. But let's not sweat the small stuff.	Jeph insisted on buying and holding onto all his own work, from *Superman* to *Batman: Long Halloween*–but he didn't pick up *Batman: Dark Victory* #1, which shot up from $5 to $7 in one month, until too late.	Agreeing to play this game...hitting up David Massuda for stock tips in the hallway during the "X-Men" movie...accepting the job as WIZARD's editor...how far back do you wanna go?
THEIR FINAL THOUGHTS	"Throughout the months, I tried to pick the best books–guided by the X-Men movie hype and what WIZARD highlighted each month in the price guide. If there was anything I would have done differently, it would be to pick *Batgirl* #2. Jeph did well with that book."	"I want to congratulate David on playing it all brilliantly. He came out the gate on fire, lulled us into a sense of false security when I was in first place for about a minute and a half, and then trounced us like the Hulk on a bad day. Well done, sir."	"I wish to toast my 'Stocking Up' friends. To Jeph Loeb, who will never make the Top 10 Writers list again because I am spiteful. And to winner Dave Massuda...I shall pass along 'those photos' I procured to wizardworld.com for all the world to mock and ridicule. Who wins now, suckers?"
FINAL TOTAL (*Last month's value)	$1,344.50 ($1,341.50*)	$1,161.41 ($1,090*)	$1,078 ($1,038*)

MASSUDA PHOTO COURTESY OF MASSUDA, OTHERS BY PAUL SCHRAUB.

WIZARD™

#113

JOE QUESADA AND THE MARVEL KNIGHTS TAKE OVER THE UNIVERSE!

BONUS! GREEN ARROW PREVIEW BY KEVIN SMITH AND PHIL HESTER

FREE STRACZYNSKI HEROES POSTER!

ON SALE IN JANUARY

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WIZARD

wizardworld.com

HOT 10 comics

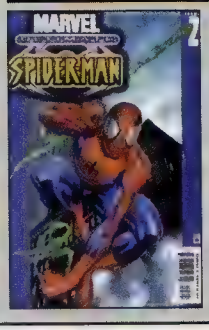
WIZARD, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. These are the books ringing the registers this month...

1. ULTIMATE SPIDER-MAN #1

(WHITE COVER VARIANT)
Writers: Brian Michael Bendis & Bill Jemas
Artists: Mark Bagley & Art Thibert

Everything mighty scribe Brian Michael Bendis touches seems to turn to gold. (Which makes going to the bathroom quite the ordeal! Ho!) But the treasured white cover variant makes up only a small fraction of the press run, and as such, it's more desirable than Liz Hurley on a Harley. We've seen it for as much as $75, but the mental giants amongst us shouldn't shell out more than $30. **LAST MONTH: 3**

2. ULTIMATE SPIDER-MAN #2



(JAE LEE VARIANT)
Writers: Brian Michael Bendis & Bill Jemas
Artists: Mark Bagley & Art Thibert

From rags to riches, people. A lot of fans wouldn't wipe their runny butt with a Spider-Man comic from the past few years, but magic man Bendis comes to the rescue. This is yet another variant, with a nifty Jae Lee cover being "split-shipped" to West Coasters. Make no mistake: This book is on fire even without gimmicks, and the fact that Marvel throws collectors a bone is just a sweet bonus. **LAST MONTH: N.R. (NOT RATED)**

3. POWERS #3

Writer: Brian Mich-Oh, take a guess, already
Artists: Mike Avon Oeming

Bendis strikes again! Sweet cherry pie, the man has to be worth millions by now. He's probably hunting homeless people for sport and all that rich guy stuff. His "cops and capes" crime drama here, written solo, is very popular with fans, but #1 has been reprinted plenty. Ish #2 didn't enjoy the same luxury. Present $20, collect comic, get on with life. **LAST MONTH: 5**

4. THE RED STAR #2

Writers: Christian Gossett & James Kayl
Artists: Christian Gossett & A.D. Coulter

Yet another case of a follow-up issue being seriously underordered in comparison to #1. Fans and pros alike are enjoying this rocking tale that's part military drama, part science fiction. Expect to pony up around $8 for the privilege of being able to stare at all the pretty pictures.
LAST MONTH: N.R.

5. RISING STARS #2

Writer: J. Michael Straczynski
Artists: Keu Cha & Jason Gorder

This baby just keeps chugging along, and it's proving that J. Michael is becoming as prized a comics commodity as that media hog Bendis. (And you thought you'd seen the last of him on this page. Suckers.) With Straczynski coming on board to scribe *Amazing Spider-Man* in the coming months, expect more attention to be paid to his earlier work. **LAST MONTH: 1**

6. BATGIRL #2

Writers: Kelley Puckett & Scott Peterson
Artists: Damion Scott & Robert Campanella

It's very simple, yet we repeat it for the late-comers every month: *A number two issue will be perpetually underordered.* That's just the nature of the beast, the corn in the dung, the truth in the pudding. Combine that with a popular character like this ass-whoopin' chickie, and you've got the recipe for a hot order of paper and ink. **LAST MONTH: N.R.**

7. AUTHORITY #13

Writer: Mark Millar
Artists: Frank Quitely & Trevor Scott

Warren Ellis is the man. Always has been, always will be. Stands to reason that when he left *Authority* with issue #12, retailers cut their orders for upcoming installments, thinking that they wouldn't live up to Ellis' popular issues. Wrong. The Millar/Quitely team has propelled this book to even greater heights, and #13 was their debut. You do the figuring. **LAST MONTH: N.R.**

8. CHYNA #1

Writer: Steven Grant
Artist: Jill Thompson

Wrestling slobs sure have a lot of disposable income. Growing tired of foam middle fingers and "The Rock"-brand candies, they finally caught wind of Chyna's new comic. Her image is leading fans into the shops to read the further adventures of this masculine mass of a woman. Those delts, those lats, that Campbell-esque jaw...whatta gal. **LAST MONTH: 6**

9. SENTRY #1

Writer: Paul Jenkins
Artist: Jae Lee

This sure came out of left field. Some superdude comes waltzing back into the Marvel Universe, yet no one remembers him. It's enough to make a guy go batty. Readers are starting to discover a neat little story here, and with the limited series going strong, expect more people to be on the lookout. **LAST MONTH: N.R.**

10. VAMPI #1

Writer: David Conway
Artist: Kevin Lau

Here, hold our drool cup for a second. Ahh, much better. Nothing like a bloodsucking hottie to get the juices flowing. Harris Comics' retooling of their longtime icon has proved to be a major hit with readers, and they're looking to scoop up the debut issue. This caught everyone a bit off guard, so snatch it up if you can. Cup, please. **LAST MONTH: N.R.**

BONUS: STAR WARS TOYS PRICE GUIDE SPOTLIGHT

ToyFare™

#43

EXCLUSIVE TOMB RAIDER MOVIE TOYS PREVIEW & COVER!

HE-MAN IS BACK!

ON SALE IN JANUARY

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WIZARD

wizardworld.com

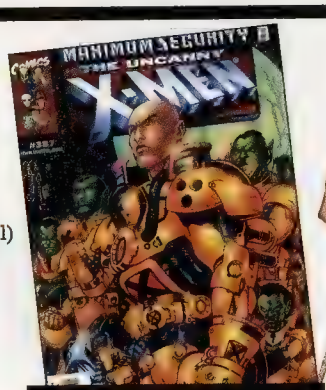
THE HIGHEST-ORDERED BOOKS FOR THE MONTH OF **OCTOBER**

HITLIST

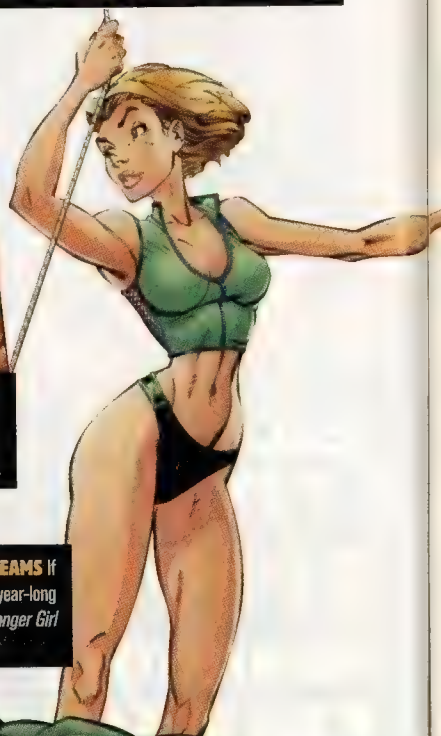
TOP50

The first numeral indicates current sales rank; the second, sales rank the previous month. Titles denoted with a (-) weren't available last month. Compiled by the WIZARD price guide staff using data from Diamond Comic Distributors

1. (*1*) **Uncanny X-Men #387 (Marvel)**
2. (*2*) X-Men #107 (Marvel)
3. (*3*) Wolverine #157 (Marvel)
4. (*4*) JLA #48 (DC)
5. (*5*) Avengers #35 (Marvel)
6. (*6*) Punisher #9 (Marvel)
7. (-) **Danger Girl #7 (WildStorm/DC)**
8. (-) X-Men: The Search For Cyclops #1 (Marvel)
9. (*8*) Spawn #103 (Todd McFarlane Productions /Image)
10. (-) Harley Quinn #1 (DC)
11. (*16*) Universe X #3 (Marvel)
12. (-) X-Men Unlimited #29 (Marvel)
13. (*28*) Fantastic Four #36 (Marvel)
14. (*18*) Amazing Spider-Man #24 (Marvel)
15. (*20*) Iron Man #35 (Marvel)
16. (*23*) Peter Parker: Spider-Man #24 (Marvel)
17. (*21*) Batman: Dark Victory #13 (DC)
18. (*15*) Ultimate Spider-Man #2 (Marvel)
19. (*24*) Thor #30 (Marvel)
20. (-) Aphrodite IX #2 (Top Cow/Image)
21. (-) JLA/Witchblade (DC/Top Cow)
22. (-) Maximum Security #1 (Marvel)
23. (*29*) Captain America #36 (Marvel)
24. (*26*) Batman #584 (DC)
25. (*27*) X-Force #109 (Marvel)
26. (-) Daredevil: Ninja #1 (Marvel)
27. (*25*) Detective Comics #751 (DC)
28. (-) Maximum Security #2 (Marvel)
29. (*33*) Superman #163 (DC)
30. (*30*) Mutant X #26 (Marvel)
31. (*32*) Batgirl #9 (DC)
32. (-) X-Men: Magik #1 (Marvel)
33. (*7*) Midnight Nation #2 (Top Cow/Image)
34. (*35*) Generation X #70 (Marvel)
35. (*39*) Nightwing #50 (DC)
36. (*34*) Marvel Knights #6 (Marvel)
37. (*36*) Action Comics #772 (DC)
38. (*37*) JSA #17 (DC)
39. (*38*) Thunderbolts #45 (Marvel)
40. (*43*) Adventures of Superman #585 (DC)
41. (*40*) Cable #86 (Marvel)
42. (*42*) Witchblade #44 (Top Cow/Image)
43. (*44*) Superman: The Man Of Steel #107 (DC)
44. (*31*) Iron Fist/Wolverine #2 (Marvel)
45. (*41*) X-Man #70 (Marvel)
46. (*56*) **Incredible Hulk #21 (Marvel)**
47. (*45*) Batman: Gotham Knights #10 (DC)
48. (*48*) Green Lantern #131 (DC)
49. (*54*) Gambit #23 (Marvel)
50. (*47*) Batman: Legends of the Dark Knight #136 (DC)



1. MAXIMUM X The self-perpetuating machine men call "The X-Men" rolls on with *Uncanny X-Men* #387, and sales were even buoyed a bit by a "Maximum Security" tie-in.



7. FIELD OF DANGEROUS DREAMS If you draw it, they will come! A full year-long wait since issue #6 didn't stop *Danger Girl* #7 from breaking the Top 10.

46. HULK SMASH Ol' Jade Jaws makes a gamma-irradiated leap 10 slots up the charts this month with *Incredible Hulk* #21 as more readers turn on to quirky writer Paul Jenkins.

NEXT50

51. Authority #20 (WildStorm/DC)
52. Avengers Infinity #4 (Marvel)
53. Star Wars: Darth Maul #2 (Dark Horse)
54. JLA Secret Files #3 (DC)
55. Overkill #1 (Top Cow/Image)
56. Crimson #22 (WildStorm/DC)
57. Peter Parker: Spider-Man 2000 (Marvel)
58. Hellspawn #3 (Todd McFarlane Productions/Image)
59. Marvel Boy #5 (Marvel)
60. Sentry #4 (Marvel)
61. Darkness #35 (Top Cow/Image)
62. Doom #3 (Marvel)
63. Flash #167 (DC)
64. X-Men: The Hidden Years #13 (Marvel)
65. Titans #22 (DC)
66. Green Lantern vs. Aliens #2 (DC/Dark Horse)
67. Young Justice #26 (DC)
68. Warlands #10/Shidima Prequel Flipbook (Image)
69. Jenny Sparks: Secret History of the Authority #5 (WildStorm/DC)
70. Spider-Man: Revenge of the Green Goblin #3 (Marvel)
71. Robin #83 (DC)
72. Iron Man: Bad Blood #4 (Marvel)
73. **Captain Marvel #12 (Marvel)** Think being a comic book editor is all fun? It can cost you your life—just ask *Captain Marvel* editor Tom Brevoort, who dies in issue #12. Artist Chriscross drew Brevoort in as an innocent bystander in an earlier issue, and then realized that same bystander would die later—so Brevoort had to kick the bucket.
74. Ghost/Batgirl #3 (Dark Horse/DC)
75. Bishop: The Last X-Man #15 (Marvel)
76. Spider-Girl #27 (Marvel)
77. Robin: Year One #1 (DC)
78. Deadpool #47 (Marvel)
79. Catwoman #87 (DC)
80. Nightwing 80-Page Giant #1 (DC)
81. Authority Annual 2000 #1 (WildStorm/DC)
82. Birds Of Prey #24 (DC)
83. Dreams of the Darkchylde #1 (Darkchylde Entertainment)
84. Promethea #11 (WildStorm/DC)
85. Star Wars #23 (Dark Horse)
86. Gen^{13} #58 (WildStorm/DC)
87. Starman #72 (DC)
88. Spawn: The Dark Ages #20 (Todd McFarlane Productions/Image)
89. Black Panther #25 (Marvel)
90. Supergirl #51 (DC)
91. Mystic #5 (CrossGen)
92. Wildcats #16 (WildStorm/DC)
93. Batman: The Doom That Came To Gotham #2 (DC)
94. Secret Society of Super-Heroes #2 (DC)
95. Sam and Twitch #15 (Todd McFarlane Productions/Image)
96. Marvel: The Lost Generation #3 (Marvel)
97. Wonder Woman #163 (DC)
98. Buffy The Vampire Slayer #26 (Dark Horse)
99. Legends of the DC Universe #35 (DC)
100. Crimson Plague #3 (Gorilla/Image)

100% GUARANTEED!

Weird Gimmick of the Month

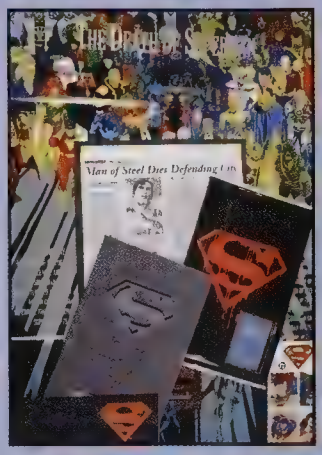
SUPER STIFF

You *will* believe a Superman can die!...At least, for a few months.

One of comicdom's most controversial events, "The Death of Superman" in 1992's *Superman* (vol. 2) #75 created a media frenzy unparalleled in the comics industry.

"We saw how much the real-world news organizations were covering the story," says Mike Carlin, then-Superman editor. "We wanted to increase the 'eventness' of this project."

Increasing the "eventness" led to the *Superman Memorial Set*, a black-polybagged, $2.50 edition of *Superman* #75 that included a poster, commemorative stamps, a mock *Daily Planet* obituary, an exclusive Skybox trading card, and (snicker) a black mourning armband!



"The armband was included for all to mourn alongside Lois and Jimmy and Perry," Carlin adds.

The infamous armband was a fixture on the arms of DC employees after Big Blue bit the dust. It's even rumored that some Marvel employees wore the armband...as a joke, of course.

■ JESSE THOMPSON

LOOKING BACK

What topped the charts TEN YEARS AGO?

1. Spider-Man #5 A battered Petey Parker gets the better of the Lizard and the Witch. Todd McFarlane? He draws better 'n' he writes.

2. Uncanny X-Men #271 The villainous Cameron Hodge takes two more prisoners—Wolverine and Psylocke—as "The X-Tinction Agenda" keeps on trucking.

3. Batman #457 The Scarecrow terrorizes Batman and Vicki Vale, so Timmy Drake rescues the bums and stamps his ticket as the new Robin!

4. Batman: Legends of the Dark Knight #14 As maniac cop Cort continues to make Batman look bad, Dr. Hugo Strange releases a gas that has Bats seeing visions of his dead parents. Cold.

5. X-Factor #61 "Aided" by a powerless Cable, the team attacks Hodge, while Wolverine and Jean Grey warm up in a cold cell. If ya know what we mean.

6. Amazing Spider-Man #342 Still *sans* powers, puny Parker chases off the Scorpion, with the Black Cat chipping in and staring at Petey's ass.

7. Aliens vs. Predator #3 Heroine Machiko gets her bacon saved by a grateful Predator, and plans on returning the favor. Plus more green pus!

8. New Mutants #96 More "X-Tinction Agenda" hilarity. Wolfsbane is about to be enslaved by Hodge, while the New Mutties fail miserably at the rescue attempt.

9. Ghost Rider #8 Danny Ketch/Ghost Rider has a bad dream about his dead sister, and some hot Special Ops chicks try to dig up the dirt on Hothead.

10. Wolverine #34 Logan helps some Canadian Mounties track down a kidnapped girl while a big ol' lame beastie roams the wilderness.

CREATOR ABBREVIATIONS

Abell, Dusty ....DAb
Abnett, Dan ....DAt
Adams, Art ....AAd
Adams, Michael ....MAd
Adams, Neal ....NAd
Adkins, Dan ....DAd
Adlard, Charlie ....CAd
Ahlquist, Mark ....MAq
Alcatena ....ALc
Baker, Kyle ....KBa
Balent, Jim ....JBl
Banks, Darryl ....DBk
Baron, Mike ....MBo
Barr, Mike W. ....MWb
Barreto, Eduardo ....EBa
Batista, Chris ....CBt
Bendis, Brian Michael ....BBe
Benefiel, Scott ....SBe
Brereton, Daniel ....DBn
Breveort, Tom ....TBr
Breyfogle, Norm ....NBr
Bridwell, E. Nelson ....EBr
Bright, Mark ....MBr
Brigman, June ....JBr
Broderick, Pat ....PBr
Broome, John ....JBm
Broome, Mat ....MAt
Brozowsky, Joe ....JBz
Buckingham, Mark ....MBu

ARTISTS

Allred, Laura ....LAl
Allred, Michael ....MAl
Altieri, Kevin ....KAt
Altstaetter, Karl ....KAl
Anderson, Brent ....BAn
Anderson, Murphy ....MAn
Andru, Ross ....RAn
Aparo, Jim ....JAp
Aragonés, Sergio ....SAr
Arcudi, John ....JAr
Augustyn, Brian ....BAu
Austin, Terry ....TAu
Ayers, Dick ....DAy
Bachalo, Chris ....CBc
Badger, Mark ....MBd
Bagge, Peter ....PBa
Bagley, Mark ....MBa
Bair, Michael ....MBi
Benes, Ed ....EBe
Benitez, Joe ....JOe
Benjamin, Ryan ....RBn
Bennett, Joe ....JBe
Bennett, Richard ....RBe
Bingham, Jerry ....JBi
Bisley, Simon ....SBi
Bissette, Stephen ....SBs
Biukovic, Edwin ....EBi
Blevins, Bret ....BBl
Bogdanove, Jon ....JBg
Bolland, Brian ....BBo
Bolton, John ....JBo
Bond, Phillip ....PBo
Booth, Bret ....BBt
Boring, Wayne ....WBo
Boyd, Robert ....RBo
Breeding, Brett ....BBd
Buckler, Rich ....RBu
Buscema, John ....JBu
Buscema, Sal ....SBu
Busiek, Kurt ....KBu
Butler, Steve ....SBt
Buzz ....BUz
Campos, Marc ....MCa
Capullo, Greg ....GCp
Cardy, Nick ....NCa
Carey, Mike ....MCy
Carlin, Mike ....MCr
Casey, Joe ....JCs
Cassaday, John ....JCa
Castellini, Claudio ....CCa
Castrillo, Anthony ....ACa
Cavalieri, Joey ....JCv
Chadwick, Paul ....PCh
Chang, Bernard ....BCh
Charest, Travis ....TCh
Chaykin, Howard ....HCh
Chen, Sean ....SCh
Chiarello, Mark ....MCh
Chichester, Dan ....Ch
Chiodo, Joe ....JCd
Choi, Brandon ....BCo
Churchill, Ian ....ICh
Cirocco, Frank ....FCi
Claremont, Chris CCl
Cockrum, Dave ....DCo
Colan, Gene ....GCo
Fox, Greg ....GFx
Fraga, Dan ....DFr
Franchesco ....FRa
Frank, Gary ....GFk
Freeman, George ....GFn
Frenz, Ron ....RFr
Friedman, Michael Jan ....MFr
Friedrich, Mike ....MFh
Fry III, James ....JFr
Fujiwara, Kamui ....KFu
Furman, Simon ....SFu
Gaiman, Neil ....NGa
Gammill, Kerry ....KGu
Garney, Ron ....RGa
Garzon, Carlos ....CGa
Gascione, Phil ....PGa
Geary, Rick ....RGe
Geiger, Steve ....SGg
Gerber, Steve ....SGe
Gerhard ....GEr
Gianni, Gary ....GGi
Giarrano, Vince ....VGi
Gibbons, Dave ....DGb
Giffen, Keith ....KGi
Holcomb, Art ....AHo
Holdredge, Jon ....JHo
Hooper, Ken ....KHo
Hoover, Dave ....DHo
Hopgood, Kevin ....KHp
Hotton, Brian ....BHt
Hotz, Kyle ....KHt
Howarth, Matt ....MHo
Howell, Richard ....RHw
Hudnall, James ....JHu
Hughes, Adam ....AHu
Hughes, Steven ....SHu
Immonen, Stuart ....SIm
Infantino, Carmine ....CIn
Isabella, Tony ....TIs
Isherwood, Geof ....GIs
Ishida, Tatsuya ....TIh
Jackson, Scott ....SJa
Jacobs, Will ....WJa
James, Joseph A. ....JJm
Janes, Steve ....SJo
Janke, Dennis ....DJa
Janson, Klaus ....KJa
Jarvinen, Kirk ....KJv
Lee, Paul ....PAu
Leach, Rick ....RLc
Lee, Elaine ....ELe
Lee, Jae ....JAl
Lee, Jim ....JLe
Lee, Patrick ....PAt
Lee, Scott ....SCl
Lee, Stan ....SLe
Lee, Tom ....TLe
Leeke, Mike ....MLe
Leialoha, Steve ....SLa
Leon, John Paul ....JLn
Leonard, Mike ....MLn
Leonardi, Rick ....RLe
Levins, Rick ....RLv
Levitz, Paul ....PLe
Lieber, Larry ....LLe
Lieber, Steven ....SLb
Liefeld, Rob ....RLd
Lightle, Steve ....SLi
Lim, Ron ....RLi
Linsner, Joseph Michael ....JLi
Lobdell, Scott ....SLo
Locke, Vince ....VLo
Loeb, Jeph ....JLb
Lofficier, R.J.M. ....RLo
López, José Luis García ....JLz
Lopresti, Aaron ....ALp
Lucas, John ....JLu
Luke, Eric ....ELk
Lumley, Ralph ....RLu
Lustbader, Erik ....ELu
Luth, Tom ....TLu
Lyle, Tom ....TLy
Macchio, Ralph ....RMa
Mack, David ....DAv
Mackie, Howard ....HMa
Macon, Darko ....DAr
Madan, Dev ....DVm
Madureira, Joe ....JMd
Maggin, Elliot S. ....EMa
Maguire, Kevin ....KMa
Mahnke, Doug ....DMn
Mahfood, Jim ....JMf
Manabe, Jahji ....JMa
Mandrake, Tom ....TMc
Mangels, Andy ....AMa
Manley, Mike ....MMn
Manning, Russ ....RMi
Mantlo, Bill ....BMa
Marcos, Pablo ....PMa
Marden, William ....WMr
Marder, Larry ....LAm
Marimon, Bill ....BMn
Mariotte, Jeff ....JMi
Maroto, Esteban ....EMa
Marrs, Lee ....LMr
Martinbrough, Shawn ....SMa
Marz, Ron ....RMz
Massengill, Nathan ....NMa
Matsuda, Jeff ....JMs
Matt, Joe ....JMt
Maus, Bill ....BMs
Mayerik, Val ....VMa
Mayhew, Mike ....MMa
Mays, Rick ....RMy
Mazzucchelli, David ....DMa
McAvennie, Mike ....MMc
McCarthy, Brendon ....BMr
McCloud, Scott ....SMl
McCraw, Tom ....TMw
McCrea, John ....JMr
McDaniel, Scott ....SMd
McDaniel, Walter ....WMc
McDonnell, Luke ....LMc
McDuffie, Dwayne ....DMc
McEowan, Patrick ....PMc
McFarlane, Todd ....TMc
McGregor, Don ....DMg
McGuinness, Ed ....EMc
McKean, Dave ....DMk
McKeever, Ted ....TMk
McKenna, Mark ....MCk
McKenzie, Roger ....RMc
McKie, Angus ....AMc
McKone, Mike ....MMk
McLaughlin, Sean ....SMc
McLaurin, Marc ....MMl
McLeod, Bob ....BMc
McMahon, Michael ....MMh
McManus, Shawn ....SMs
Medina, Angel ....AMe
Medley, Linda ....LMe
Mercadoocasio, Harvey ....HMc
Messner-Loebs, William ....WLo
Mhan, Pop ....PMh
Michelinie, David ....DMi
Mignola, Mike ....MMi
Milgrom, Al ....AMi
Miller, Mark ....MMr

& WRITERS

Byrd, Mitch ....MBy
Byrne, John ....JBy
Calafiore, Jim ....JCf
Campbell, Eddie ....ECa
Campbell, J. Scott ....JCp
Collins, Max ....MCo
Collins, Mike ....MCn
Collins, Nancy A. ....NCo
Collins, Terry ....TCo
Colon, Ernie ....ECo
Conner, Amanda ....ACo
Conte, Rob ....RCo
Conway, Gerry ....GCy
Cooper, Dave ....DCp
Crilley, Mark ....MCi
Cruz, Roger ....RCr
Cullins, Paris ....PCu
Damaggio, Rudolfo ....RDm
Daniel, Tony ....TDa
Darrow, Geof ....GDa
David, Peter ....PDa
Davis, Alan ....ADa
Davis, Dan ....DDv
Davis, Malcolm ....MDa
DeFalco, Tom ....TDe
Delano, Jaime ....JDe
Delgado, Ricardo ....RDe
DeMatteis, J.M. ....JDm
Deodato, Jr., Mike ....MDe
Deodato, Mike ....MDd
DeVries, David ....DDe
Dezago, Todd ....TDg
DeZuniga, Tony ....TDz
Dillon, Steve ....SDn
Dini, Paul ....PDi
Ditko, Steve ....SDi
Dixon, Chuck ....CDi
Dodson, Terry ....TDo
Doran, Colleen ....CDo
Dorkin, Evan ....EDo
Dorman, Dave ....DDo
Doucet, Julie ....JDo
Dringenberg, Mike ....MDr
Duffy, Jo ....JDu
Dunn, Ben ....BDn
Dwyer, Kieron ....KDw
Eastman, Kevin ....KEa
Eaton, Scot ....SEa
Edginton, Ian ....IEd
Egeland, Marty ....MEg
Eisner, Will ....WEi
Eldred, Tim ....TEl
Ellis, Warren ....WEl
Ellison, Harlan ....HEl
Englehart, Steve ....SEn
Ennis, Garth ....GEn
Erskine, Gary ....GEs
Erwin, Steve ....SEr
Estes, John ....JEs
Eury, Michael ....MEu
Evanier, Mark ....MEv
Everett, Bill ....BEv
Ezquerra, Carlos ....CEz
Fabry, Glenn ....GFa
Farmer, Mark ....MFa
Felche, Norman ....NFe
Ferry, Pascual ....PFe
Finch, David ....DFn
Fingeroth, Danny ....DFi
Fisher, Hart D. ....HFi
Fleet, John Van ....JFl
Fleisher, Michael ....MFl
Fleming, Robert ....RFl
Fox, Gardner ....GFo
Gil, Armando ....AGi
Gilbert, Michael T. ....MGi
Gillis, Peter ....PGi
Giordano, Dick ....DGi
Glanzman, Sam ....SGl
Golden, Michael ....MGo
Goodwin, Archie ....AGn
Gosier, Phil ....PGs
Gossett, Christian ....CGo
Grainger, Sam ....SGn
Grant, Alan ....AGr
Grant, Steven ....SGr
Grau, Peter ....PGr
Gray, Mick ....MGy
Green, Randy ....RGr
Grell, Mike ....MGr
Grey ....GRe
Grindberg, Tom ....TGg
Gross, Daerick ....DGr
Gross, Paul ....PGo
Gruenwald, Mark ....MGn
Grummett, Tom ....TGr
Guay, Rebecca ....RGu
Guice, Jackson ....JGu
Guichet, Yvel ....YGu
Guinan, Paul ....PGn
Gulacy, Paul ....PGu
Gustovich, Mike ....MGu
Ha, Gene ....GHa
Haley, Matt ....MHy
Hall, Bob ....BHl
Hama, Larry ....LHa
Hamm, Sam ....SHa
Hamner, Cully ....CHa
Hampton, Bo ....BHa
Hampton, Scott ....SHm
Haney, Bob ....BHy
Hannigan, Ed ....EHa
Hansen, Marc ....MAh
Hanson, Neil ....NHa
Harras, Bob ....BHa
Harris, Jack C. ....JHa
Harris, Mike ....MHa
Harris, N. Steven ....NSh
Harris, Tony ....THa
Harrison, Lou ....LHr
Harrison, Mark ....MHn
Hartnell, Andy ....AHa
Hartsoe, Everette ....EHr
Hawkins, Matt ....MHw
Hayes, Drew ....DHa
Heath, Russ ....RHe
Heck, Don ....DHe
Hedden, Rich ....RHd
Heisler, Mike ....MHs
Helfer, Andrew ....AHe
Hempel, Marc ....MHp
Henry, Flint ....FHy
Hernandez, Gilbert ....GHe
Hernandez, Jaime ....JHr
Hernandez, Michael ....MHe
Herrera, Ben ....BHe
Hester, Philip ....PHe
Hewlet, Jamie ....JHe
Higgin, John ....JHi
Higgins, Michael ....MHi
Hitch, Bryan ....BHi
Hitchcock, Laura ....LHi
Hoberg, Rick ....RHo
Jenkins, Paul ....PJe
Jennett, Stuart ....SJe
Jensen, Jeff ....JJe
Jimenez, Leonardo ....LJi
Jimenez, Phil ....PJi
Johnson, Dave ....DJo
Johnson, Jeff ....JJo
Johnson, Paul ....PJe
Johnson, Rob ....RJh
Johnson, Stewart ....SJh
Jones, Bruce ....BJo
Jones, Gerard ....GJo
Jones, J.G. ....JJn
Jones, Kelley ....KJo
Jones, R.A. ....RJo
Jones, Robert ....RJn
Jurgens, Dan ....DJu
Jusko, Joe ....JJu
Justiniano, José ....JJs
Kaluta, Michael Wm. ....MKl
Kaminski, Len ....LKa
Kane, Bob ....BKa
Kane, Gil ....GKa
Kanigher, Robert ....RKa
Kaniuga, Trent ....TKn
Kavanagh, Terry ....TKa
Kayanan, Rafael ....RKy
Kazaleh, Mike ....MKz
Kelly, Joe ....JKe
Kennedy, Cam ....CKe
Keown, Dale ....DKe
Kesel, Barbara ....BKe
Kesel, Karl ....KKe
Kieth, Sam ....SKi
Kindierski, Lovern ....LKi
Kirby, Jack ....JKi
Kitson, Barry ....BKi
Klein, Todd ....TKl
Kolins, Scott ....SKi
Korday, Igor ....IKo
Krause, Peter ....PKr
Kristiansen, Teddy H. ....TKr
Kubert, Adam ....AKu
Kubert, Andy ....AKb
Kubert, Joe ....JKu
Kupperberg, Alan ....AKp
Kupperberg, Paul ....PKu
Kwitney, Alisa ....AKw
LaBan, Terry ....TLa
Labat, Yancey ....YLa
Lackey, Mike ....MLc
Laguna, Fabio ....FLa
Laird, Peter ....PLa
Lanning, Andy ....ALa
Lansdale, Joe R. ....JLa
Lapham, David ....DLp
LaQuinta, Robert ....RLa
Lark, Michael ....MLr
LaRocque, Greg ....GLa
Larroca, Sal ....SLr
Larsen, Erik ....ELa
Lash, Batton ....BLs
Lashley, Ken ....KLs
Lau, Kevin ....KLu
Lawlis, Dan ....DLa
Lawrence, Clifford ....CLa
Lawrence, Mike D. ....MLa
Layton, Bob ....BLa
Lee, Pat ....PAl

NAMEGAME

CREATOR FUN 'N' GAMES

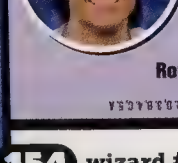
New Year's resolution time! Match the comic creator with the character they most wanna work on in 2001!

1 J. Scott Campbell

2 Joe Casey

3 Scott Lobdell

4 Jae Lee

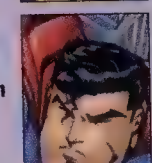


5 John Romita Jr.

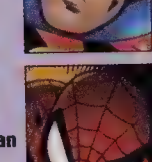
A Captain America

B Legion of Super-Heroes

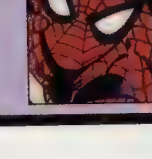
C Batman



D Superman



E Spider-Man



Answers: 1.E, 2.D, 3.B, 4.C, 5.A

Batman © Warner Bros. Inc. Photos by Paul Schanafi

Miller, Frank .....FMi
Miller, Mike S. .....MMe
Miller, Steve .....SMi
Milligan, Peter .....PMi
Mireault, Bernie .....BMr
Mishkin, Dan .....DMs
Moder, Lee .....LMd
Moebius .....MOe
Moeller, Christopher ...CMo
Moench, Doug .....DMo
Moldoff, Shelly .....SMo
Monks, Joseph M. .....JMk
Mooney, Jim .....JMo
Moore, Alan .....AMo
Moore, John Francis ...JFm
Moore, Terry .....TMr
Morales, Rags .....RMa
Moretti, Mark .....MMo
Morrison, Grant .....GMo
Morrow, Gray .....GMr
Motter, Dean .....DMt
Mougin, Lou .....LMo
Moy, Jeffrey .....JMy
Murray, Doug .....DMu
Muth, Jon J .....JMu
Mychaels, Marat .....MMy
Nagai, Go .....GNa
Nagayasu, Takumi .....TNg
Naifeh, Ted .....TNa
Napolitano, Nick .....NNa
Napton, Bob .....BNa
Nasser, Mike .....MNa
Nauck, Todd .....TNu
Neary, Paul .....PNe
Nelson .....NEl
Nelson, Mark A. .....MNl
Netzer, Mike .....MNe
Newell, Mindy .....MNw
Newton, Don .....DNe
Nichols, Art .....ANi
Nicieza, Fabian .....FNi
Nieves, Rafael .....RNi
Nocenti, Ann .....ANo
Nolan, Graham .....GNo
Nord, Cary .....CNr
Novick, Irv .....INo
Novin, Phyllis .....PNo
Nowlan, Kevin .....KNo
Nutman, Philip .....PNu
O'Barr, James .....JOb
O'Connel, Brian .....BOc
O'Connor, Thomas .....TOc
O'Donnell, Peter .....POd
O'Neil, Dennis .....DOn
O'Neil, Kevin .....KOn
Olivetti, Ariel .....AOl
Olliffe, Pat .....POl
One, Dark .....DOe
Ordway, Jerry .....JOr
Orlando, Joe .....JOd
Oshii, Mamoru .....MOs
Ostrander, John .....JOs
Otomo, Katsuhiro .....KOt
Ozkan, Tayyar .....TOz
Pace, Richard .....RPc
Pacella, Mark .....MPc
Pacheco, Carlos .....CPa
Paley, Nina .....NPa
Palmiotti, Jimmy .....JPl
Palmiotti, Peter .....PPa
Pander, Arnold .....APn
Pander, Jacob .....JPn
Paniccia, Mark .....MPn
Parker, Rick .....RPk
Parkhouse, Steve .....SPa
Parobeck, Mike .....MPr
Pascos, James .....JPc
Patterson, Bruce .....BPa
Pearson, Jason .....JPs
Pekar, Harvey .....HPe
Pelletier, Paul .....PPe
Pendleton, Linda .....LPe
Pennington, Mark .....MPe
Pérez, George .....GPe
Perlin, Don .....DPe
Peterson, Brandon .....BPe
Peterson, Jonathan .....JPo
Petrucha, Stefan .....SPr
Peyer, Tom .....TPe
Phillips, Sean .....SPh
Phipps, Rob .....RPh
Pini, Richard .....RPi
Pini, Wendy .....WPi
Platt, Stephen .....SPt
Pleece, Warren .....WPl
Ploog, Mike .....MPl
Plunkett, Kilian .....KPl
Pollack, Rachel .....RPo
Pollard, Keith .....KPo
Pollina, Adam .....APo
Pope, Paul .....PPo
Porozich, Faye .....FPe
Porter, Howard .....HPo
Portacio, Whilce .....WPo
Post, Jarrod .....JPo
Potter, Doug .....DPo
Potts, Carl .....CPo
Powell, Bob .....BPo
Powell, Martin .....MPo
Premiani, Bruce .....BPr
Priest, Christopher .....CPr
Prosser, Jerry .....JPr
Puckett, Kelley .....KPu
Pugh, Steve .....SPu
Pulido, Brian .....BPu
Purcell, Gordon .....GPu
Pusko, Martin .....MPa
Queen, Randy .....RQu
Quesada, Joe .....JQu
Quitely, Frank .....FQu
Raab, Ben .....BRb
Ramos, Humberto .....HRa
Randall, Barbara .....BRa
Randall, Ron .....RRu
Raney, Tom .....TRa
Ranson, Arthur .....ARa
Raskin, Jordan .....JRa
Rawson, Dave .....DRa
Raynor, Richard Piers ...RPr
Reeves-Stevens, Judith ...JRv
Richardson, Mike .....MRi
Ricketts, Mark .....MRc
Ridgeway, John .....JRi
Rieber, John Ney .....JRe
Riley, John .....JRl
Rinaldi, Pino .....PRi
Robbins, Frank .....FRo
Robbins, Trina .....TRo
Roberts, Lon .....LRo
Robertson, Darick .....DRb
Robinson, James .....JRb
Rogers, Marshall .....MRo
Roman, Steve .....SRo
Romita, John .....JRo
Romita Jr., John .....JRj
Ross, Alex .....ARo
Ross, Dave .....DRo
Ross, John .....JRs
Ross, Luke .....LRs
Ross, Marshall .....MRs
Roth, Werner .....WRo
Royle, John .....JRy
Rozum, John .....JRz
Rubi, Melvin .....MRu
Rubinstein, Joe .....JRu
Greg Rucka .....GRu
Rude, Steve .....SRu
Russell, Craig P. .....PCr
Russell, Vince .....VRu
Ryan, Matt .....MRy
Ryan, Paul .....PRy
Sagara, Mike .....MSa
Sakai, Stan .....SSa
Sale, Tim .....TSa
Salick, Roger .....RSa
Saltares, Javier .....JSs
Sanderson, Peter .....PSa
Sant, Wayne Van .....WVa
Saviuk, Alex .....ASa
Schaffenberger, Kurt ...KSc
Schmitz, Mark .....MSm
Schrab, Rob .....RSc
Schultheiss, Matthias ...MSc
Schultz, Mark .....MSh
Scoffield, Sean .....SSc
Seagle, Steven T. .....SSe
Sears, Bart .....BSe
Serneiks, Val .....VSe
Severin, Marie .....MSe
Shanower, Eric .....ESh
Sharp, Liam .....LSh
Shaw, Sean .....SSh
Sherman, Jim .....JSr
Shirow, Masamune .....MSr
Shoemaker, Terry .....TSh
Shooter, Jim .....JSh
Sibal, Jonathan .....JSb
Siegel, Jerry .....JSg
Sienkiewicz, Bill .....BSi
Silvestri, Eric .....ESi
Silvestri, Marc .....MSi
Sim, Dave .....DSi
Simon, Joe .....JOi
Simonson, Louise .....LSi
Simonson, Walt .....WSi
Simpson, Don .....DSs
Simpson, Howard .....HSi
Simpson, William .....WSm
Sinnott, Joe .....JSi
Skeates, Steve .....SSk

TOP 10 CREATORS

FAN FAVORITES

These are the creators the fans crave. Creators whose name on a cover sells the book. *Wizard*'s "Top 10 Creators" lists are derived from a nationwide survey. Artists include pencilers and painters.

WRITERS

1. Brian Michael Bendis
Ultimate Spider-Man, Powers

2. J. Michael Straczynski
Rising Stars, Midnight Nation

3. Mark Millar
Authority, Ultimate X-Men

4. Jeph Loeb
Superman, Batman: Dark Victory

5. Garth Ennis
Punisher, Hitman

6. Paul Jenkins
PP: Spider-Man, Witchblade

7. Alan Moore
America's Best Comics

8. Brian Azzarello
100 Bullets, Hellblazer

9. Fabian Nicieza
Thunderbolts, Gambit

10. Ron Marz
Scion, Mystic

ARTISTS

1. Alex Ross
Universe X, Shazam!: PoH

2. Leinil F. Yu
X-Men

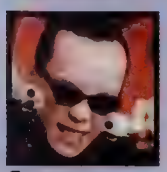
3. Ed McGuinness
Superman

4. Carlos Pacheco
Fantastic Four

5. Adam Kubert
Ultimate X-Men

6. Mark Bagley
Ultimate Spider-Man, Thunderbolts

7. Gary Frank
Midnight Nation, Kin



8. Kevin Lau
Vampi

9. Andy Kubert
Thor

10. Christian Gossett
Red Star

Skroce, Steve .....SSr
Skrones, Mary .....MSs
Slampyak, Ted .....TSl
Slifer, Roger .....RSl
Slott, Dan .....DSl
Small Jr., Louis .....LSm
Smith, Andy .....ASm
Smith, Beau .....BSt
Smith, Jeff .....JSm
Smith, Paul .....PSm
Smith, Tod .....TSm
Snejbjerg, Peter .....PSn
Sniegoski, Tom .....TSg
Snyder III, John K. .....JSy
Sparling, Jack .....JSp
Spiegelman, Art .....ASp
Spiegle, Dan .....DSp
Springer, Frank .....FSp
Sprouse, Chris .....CSp
St. Pierre, Joe .....JPi
Starlin, Jim .....JSt
Statema, John .....JSa
Staton, Joe .....JSo
Steacy, Ken .....KSt
Stephenson, Eric .....ESp
Steranko, Jim .....JSe
Stern, Roger .....RSt
Stern, Steve .....SSt
Stevens, Alec .....ASt
Stevens, Dave .....DSt
Strnad, Jan .....JSd
Stone, Chic .....CSt
Stone, Peter .....PSt
Straczynski, J. Michael ...JSc
Stradley, Randy .....RSr
Strazewski, Len .....LSz
Stroman, Larry .....LSt
Sullivan, Lee .....LSu
Sutton, Tom .....TSu
Swan, Curt .....CSw
Takenaga, Francis .....FTa
Talbot, Bryan .....BTa
Tan, Billy .....BTn
Tanaka, Masashi .....MTk
Tanghal, Romeo .....RTa
Taylor, Mike .....MTa
Taylor, R.G. .....RTl
Templeton, Ty .....TTe
Tenney, Mark .....MTn
Tenney, Tom .....TTn
Texeira, Mark .....MTe
Thibert, Art .....ATh
Thibodeaux, Mike .....MTh
Thomas, Joel .....JTm
Thomas, Roy .....RTh
Thompson, Jill .....JTh
Timm, Bruce .....BTi
Toth, Alex .....ATo
Trimpe, Herb .....HTr
Troug, Chas .....CTr
Truman, Timothy .....TTr
Tucci, Billy .....BTu
Turner, Dwayne .....DTu
Turner, Michael .....MTu
Tuska, George .....GTu
Tuttle, Todd .....TTu
Vachss, Andrew .....AVa
Vado, Dan .....DVa
Valentino, Jim .....JVa
Vance, James .....JVn
Vance, Steve .....SVa
VanHook, Kevin .....KVh
Veitch, Rick .....RVe
Veitch, Tom .....TVe
Velez Jr., Ivan .....IVe
Vellute, Sal .....SVe
Verheiden, Mark .....MVe
Vess, Charles .....CVe
Vigil, Tim .....TVi
Villagran, Ricardo .....RVi
Vince, Nick .....NVi
Von Eeden, Trevor .....TEe
Vosburg, Mike .....MVo
Wagner, John .....JWa
Wagner, Matt .....MWa
Wagner, Ron .....RWa
Waid, Mark .....MWd
Waldron, Lamar .....LWa
Walton, Rob .....RWl
Waltrip, Jason .....JWp
Waltrip, John .....JWt
Warner, Chris .....CWa
Warren, Adam .....AWa
Watkiss, John .....JWk
Weaver, Michael .....MWv
Weeks, Lee .....LWk
Wein, Len .....LWe
Weinstein, Howard .....HWe
Weiss, Alan .....AWe
Wenzel, David .....DWe
Wheatley, Mark .....MWh
Whigham, Rod .....RWh
Wiacek, Bob .....BWi
Wiennigo, Mike .....MWr
Wildman, Andrew .....AWm
Williams, Anthony .....AWl
Williams, Chris .....CWi
Williams, David .....DWi
Williams, Kent .....KWi
Williamson, Al .....AWi
Willingham, Bill .....BWl
Wilshire, Mary .....MWi
Windsor-Smith, Barry ...BSm
Witten, Brian .....BWt
Woch, Stan .....SWo
Wolf, Chance .....CWl
Wolfe, Joe .....JWf
Wolfman, Marv .....MWo
Wood, Ashley .....AWo
Wood, Teri S. .....TWo
Wood, Wally .....WWo
Worley, Kate .....KWr
Wormer, Kirk Van .....KWo
Wozniak, Chris .....CWo
Wright, Gregory .....GWr
Wrightson, Bernie .....BWr
Wyman, M.C. .....MWy
Yaep, Chap .....CYa
Yale, Kim .....KYa
Yeates, Tom .....TYe
Yeowell, Steve .....SYe
Yu, Leinil Francis .....LYu
Zarate, Oscar .....OZa
Zeck, Mike .....MZe
Zulli, Michael .....MZu

ALL PHOTOS BY PAUL SCHIAVO EXCEPT MILLAR BY WILLIAM BAGLEY BY WIZARD WORLD © BOB MARTIN

COMIC BOOK PRICE GUIDE

Paul Schiraldi

WHAT YOUR COMICS WOULD BE WORTH IF MOM DIDN'T THROW THEM OUT

IT'S EASY... The guide is arranged alphabetically by title. Trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title's been used several times for different series, like *Legion of Super-Heroes* or *Fantastic Four*, we list all series under that title chronologically.

You'll notice some book listings have color bars. Green means it's risen in value; red, fallen in value; blue, new issues and/or title listings; and yellow indicates heavy market trading activity, yet no change in value since last issue.

ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. Ex: "The Amazing Spider-Man" is listed under "Amazing," but "Batman: Sword of Azrael" comes before "Batman: The Animated Movie" because we include the article "The" when it's an interior part of the title. All titles starting with "Star," including "Star Wars," come before titles such as "Stardust" and "Starman." Abbreviations such as "Dr." are listed before titles like "Dragon" but after titles starting with "Doctor." Numeric titles such as "2099 A.D." will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine."

REFERENCES

SECRET DECODER RING

❶	First Appearance of
anniv	Anniversary issue
A	Appearance
B	Begin stories with
C	Cameo that pre-dates ❶
cvr	Cover
D	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
IR	Identity revealed
J	Joins
L	Last story with
M	Married
O	Origin
p	part #
PF	Prestige Format
Q	Quits
R	Return of
SC	Softcover
sz	Size
TPB	Trade Paperback
w/	With
w/o	Without

CAN'T FIND IT? FOR COMPLETE GUIDES TO COMIC PRICES & MORE, GO TO WWW.WIZARDWORLD.COM

MAKING THE GRADE

All prices listed in the WIZARD price guide are for Near Mint (NM) condition. Restored comics sell for 25% of the guide value for their restored grade. Also look for our professionally graded comic guide, elsewhere in the magazine.

MINT (M): A flawless comic, sells for multiples of the value listed in this guide.

NEAR MINT/MINT (NM/MT): Appears almost mint, but with a minor flaw, such as a small ding or stress line on the spine that does not break color. Fetches 200%-500% of guide.

NEAR MINT+ (NM+): Appears almost mint but with two minor flaws as detailed under NM/MT. Fetches 125%-200% of guide.

NEAR MINT (NM): Appears almost mint, but with more than two minor flaws as detailed under NM/MT. ALL BOOKS LISTED IN THE WIZARD PRICE GUIDE ARE VALUED AT NEAR MINT PRICES. THIS IS THE SAME AS A 9.0 CGC-GRADED BOOK.

NEAR MINT- (NM-): Just a notch below NM, an extra minor flaw or two may exist, such as a 1/16th-inch or less color flake at the staple, edge or corner, that keep this book from being NM. There should be no creases at this grade. Modern Age: 90% of guide. Silver Age: 95-120% of guide. Golden Age: 100%-150% of guide.

VERY FINE/NEAR MINT (VF/NM): Minor defect such as a small corner crease or a minor color-cracked stress line at spine. Modern Age: 80% of guide. Silver Age: 85%-90% of guide. Golden Age: 100%-150% of guide.

VERY FINE+ (VF+): Two defects as detailed under VF/NM. Modern Age: 75% of guide. Silver Age: 80%-85% of guide. Golden Age: 85%-125% of guide.

VERY FINE (VF): More than two defects as detailed under VF/NM. Modern Age: 70% of guide. Pre-1970s comics: 75%-80% of guide.

VERY FINE- (VF-), FINE/VERY FINE (F/VF): Multiple defects such as slight creases, yellowed pages, minor color flaking and slightly rounded corners, still maintains cover gloss. Fetches 50%-60% of guide.

FINE+ (F+), FINE (F), FINE- (F-), VERY GOOD/FINE (VG/F): Excessive defects as detailed under VF-, though no single major defect. Fetches 30%-45% of guide.

VERY GOOD+ (VG+), VERY GOOD (VG), VERY GOOD- (VG-), GOOD/VERY GOOD (G/VG): Excessive defects as detailed under VF- as well as minor tears and stains. Fetches 15%-25% of guide.

GOOD+ (G+), GOOD (G), FAIR/GOOD (F/G), FAIR (F), POOR (P): Good books have excessive creases, tears and stains and fetch 10% of guide. Fair books have similar defects as well as loose pages and chunks missing from cover/interior and fetch 3% of guide. Poor books have similar defects, missing cover/pages and just basically suck. These sell at 1% of guide if at all.

ACCELERATE
DC COMICS/VERTIGO (2000)

1-4 mini-series	3.00

ACTION COMICS
DC COMICS (1938-CURRENT)

SILVER AGE & UP

0 (8/94)	2.00
200	300.00
201-202	290.00
203-220	285.00
221-240	215.00
241 Batman	220.00
242 ❶&O Brainiac, ❶: City of Kandor	1,400.00
243-249	175.00
250-251 Tommy Tomorrow	170.00
252 ❶&O: Supergirl	1,500.00
253 Supergirl	370.00
254	300.00
255 ❶: Bizarro Lois	175.00
256-260	100.00
261 ❶ Streaky the Super-Cat	100.00
262 Supergirl	100.00
263 Bizarro World	140.00
264-266	100.00
267 ❶: Chameleon Boy, ❶: Invisible Kid, ❶ Colossal Boy	375.00
268-270	100.00
271-275	85.00
276 WBo MWi ❶: Phantom Girl, ❶: Brainiac 5, ❶: Bouncing Boy, ❶: Shrinking Violet	180.00
277-282	80.00
283-285	75.00
286-290	60.00
291-292	55.00
293	80.00
294-300	55.00
301-308	25.00
309 Legion, Batman	30.00
310-333	25.00
334 80 Pg. Giant #G-20	50.00
335-339	22.00
340 ❶&O: Parasite	22.00
341-346	12.00
347 80 Pg. Giant #G-33	37.00
348-359	12.00
360 CSw MWe 80 Pg. Giant #G-45	35.00
361-372	10.00
373 CSw MWe 80 Pg. Giant #G-57	35.00
374-402	10.00
403-413 52 pages	15.00
414-418	6.00
419 CBa CSw ❶ Human Target	6.50
420-424	6.00
425 NAd B: Atom	15.00
426-436	5.00
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438-439 CBa CSw	3.00
440 MGr Green Arrow	6.00
441 MGr Green Arrow	5.00
442 MGr Atom	4.00
443 100 pages, JLA vs. all villains	20.00
444-448	3.50
449 68 pages	6.00
450-499	3.50
500 MPa CSw Superman's life story	5.00
501-571	2.50
572 1st Mark Waid work (bkup story)	4.00
573-599	2.00
600 GPe JBy 50th Anniv.	4.00
601-649	2.00
650	2.25
651-673	2.00
674 Supergirl	5.00
675-682	2.00
683 RSt JGu C: Doomsday	2.50
684-686 RSt JGu	2.50
687A RSt JGu "Reign of the Supermen" pt. 1, Collector's Edition	2.00
687B RSt JGu Newsstand Edition	1.50
688 RSt JGu pt. 5, Guy Gardner	3.00
689	2.00
700A regular edition	3.00
700B Platinum edition	10.00
701-726	2.00
727-731	2.50
732-749	2.00
750 dbl-sz	3.00
751-767	2.00
768	2.25
769 "Superman: Arkham" X-over, pt. 4	2.25
770 dbl-sz	3.50
771	2.25
772	2.25
1,000,000 "DC One Million" X-over story	2.00

ANNUALS

1 AAd JBy Batman	4.00
2-6	3.00
7 "Year One" story	4.00
8 "Legends of the Dead Earth" story	3.00
9 "Pulp Heroes" story	4.00

ADVENTURE COMICS
DC COMICS (1938-1983)

SILVER AGE & UP

210 ❶ Krypto	3,000.00
211-213	250.00
214 2: Krypto	450.00
215-236	225.00
237-246	210.00
247 ❶: Legion of Super-Heroes, ❶: Cosmic Boy, ❶: Saturn Girl ❶: Lighting Lad (as Lightning Boy)	4,500.00
248-252	160.00
253 Superboy meets Robin	225.00
254-255 JKi Green Arrow	165.00
256 JKi O: Green Arrow	600.00
257-258 Green Arrow, Aquaman	125.00
259	130.00
260 1st Silver Age origin of Aquaman (5/59)	650.00
261 Green Arrow, Aquaman	110.00
262 ❶&O: Speedy	110.00
263-266 Green Arrow, Aquaman	110.00
267 2: Legion of Super-Heroes	800.00
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269 ❶&O: Aqualad	240.00
270 B: Congorilla	110.00
271 O retold: Luthor	225.00
272-274 Aquaman	100.00
275	180.00
276-281	100.00
282 O retold: Legion	155.00
283 ❶: Phantom Zone	150.00
284 Aquaman	90.00
285 ❶: Bizarro World	140.00

286 ●: Mxyzptlk, Bizarro 135.00
287-289 ....90.00
290 ●&O: Sun Boy 150.00
291 1st 12c cover price issue 65.00
292 ....70.00
293-294 ....100.00
295-298 Superboy 65.00
299 ●: Gold Kryptonite (8/62) 70.00
300 B: Tales of the Legion 350.00
301 O: Bouncing Boy 115.00
302 ....75.00
303 ●: Matter-Eater Lad 75.00
304-305 ....75.00
306 ●: Legion of Substitute Heroes 60.00
307 ●: Element Lad 60.00
308 ●: Lightning Lass 60.00
309-310 ....60.00
311-316 ....45.00
317 ●: Dream Girl 45.00
318-321 ....45.00
322-326 ....35.00
327 EHa JFo ●&O: Lone Wolf 35.00
328-330 ....35.00
331-339 ....30.00
340 ●: Computo 30.00
341 ....16.00
342-345 ....15.00
346 JSh JSh ●: Karate Kid, ●: Ferro Lad, ●: Projectra, ●: Nemesis Kid 15.00
347-351 ....12.00
352 ●: Fatal Five 12.00
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DC COMICS/VERTIGO (2000)

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ANNUALS

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IMAGE/TMP (1994-1995)

see Spawn #9 for ❶:Angela

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DC COMICS/VERTIGO (1988-1995)

see Strange Adventures #180 for ❶: Animal Man

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IMAGE/TOP COW (2000-CURRENT)

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DC COMICS (1962-1978)

see Adventure Comics #260 for Silver Age ❶:Aquaman

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Banished to an alternate Earth, Victor Von Doom returns to the basics. He's nekkid, hungry, and sans armor or any kind of technology. When he happens upon a savage lion, the beast attacks Doom to protect its territory. Doom nimbly delivers a single killing blow and takes the animal's facial skin to wear as a mask. Damn! Now that's maximizing the day's potential. Later on, he's enslaved and begins to lead a revolt, but nothing tops scoring (and wearing) freshly killed alpha male. What a fashion statement. [*NOTE: For the best moment of all in 2000, flip to our "Best of the Best" feature on page 68!*]

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DC COMICS (1986-1994)

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IMAGE/AVALON STUDIOS (1998-CURRENT)

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PREVIEW-B variant Iman cover: JAn 10.00
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IMAGE/TMP (2000)

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ASTRO CITY

IMAGE

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IMAGE/HOMAGE (1996-1998)

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AVENGERS

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EMPEROR DOOM DMi BHi vs. Avengers 7.95

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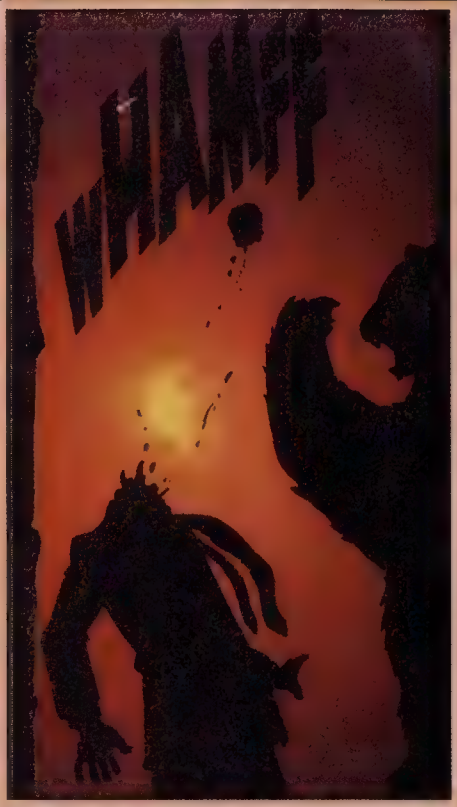

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On the run from mob mistress Ma Gnucci's goons, rapier wit Frank Castle leads them into the confines of the closed Central Park Zoo. There, he subjects the gun-toting lackeys to gruesome deaths that only an animal habitat could provide: One gets choked by a snake; the other eaten by piranhas. Ma Gnucci herself lands in a polar bear pit, where the cute, ill-tempered giants tear off her arms and legs. The bemused Castle enjoys the scene from above, driven away only by the sound of police sirens. Ma goes on to cause trouble for Castle from a hospital bed, where doctors assure her that she can live a full and rewarding life as a torso.

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Holy Terror (PF) 5.00
I, Joker (PF) 5.00
In Darkest Knight (PF) MWb JBi 5.00
Master of the Future (PF) 6.00
Masque (PF) MGr MGr 6.00

BEST OF 2000

BLACK CANARY MEETS ORACLE
BIRDS OF PREY #21
It was a meeting a long time in coming: Black Canary knew Oracle (a.k.a. Barbara Gordon) via transmitter conversations, but the two had never met in the years they'd been working "together." It took the threat of Blockbuster coming after the paralyzed Gordon to make Canary hoof it to Gotham. When B-Buster's cronies invade her compound, Oracle has to make a break for it by swimming out to a pier. When she rises up from the water, it's Canary who's there to pull her out, and the two share a hug that vaguely smacks of lesbianism (But that might just be us).

Reign of Terror (PF) 5.00
Scar of the Bat (PF) 5.00
Two Faces 5.00

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1 NAd Robin, Batgirl 15.00
2-5 ....10.00
6 Joker 12.00
7-13 ....10.00
14-20 ....8.00

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31 ....1.99

BATMAN: GOTHAM KNIGHTS
DC COMICS (2000-CURRENT)
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10 ....2.50

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DC COMICS (1989-CURRENT)
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51-93 ....2.50
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132-135 ....2.25
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BATMAN: GORDON'S LAW
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2A 4.00
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4 ....3.00
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WE READ IT FOR YOU

IF YOU MISSED IT

Avengers #34
This story wraps up the Avengers-Thunderbolts crossover and signals the end of George Pérez's run on the book. The two teams square off against Count Nefaria in final battle, while Atlas and Wonder Man race off into space to stop Nefaria's ion bomb from exploding. Needless to say, all's well that ends well, but the story ends with that stowaway Dr. Pym entertaining some nasty thoughts about his "wife," the Wasp.

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25 .....2.50

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FUNNIESTOF2000

BEST USE OF THE NAME "JOHN THOMAS"

ADVENTURES IN THE RIFLE BRIGADE #2

Yes, indeed, things sure were looking grim for Captain Darcy and the brave souls who make up his infamous Rifle Brigade. Captured by the Germans, the crew is subjected to the threat of torture unless they cough up information. The seething Gerta Gasch, a busty SS officerette, drags away young commando Doubtful and returns with a bloody hump of flesh. Seemingly on his deathbed, Doubtful pleads with Darcy to rub his "John Thomas" before he expires! Darcy looks to consider it (gads!) before he realizes Doubtful's "internal bleeding" is really just a bloody set of gums. Bet that'll make for an awkward few nights.

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3-5 .....6.00
6-7 .....3.50
8 MGn MZe Wolverine, ❶: TESS-1 16.00
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10-13 .....3.50
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1E *Wizard* Authentic variant, signed by Rob Liefeld 15.00
2 RLd/JLb RLd Falcon & Red Skull ...3.00
3-5A RLd/JLb RLd 2.50
5B cover: ICh 3.00
6 "Industrial Revolution" epilogue ...2.50
7-11 .....2.50
12 dbl-sz. 3.50
13 Cap & Wildstorm's Deathblow 2.50
VOLUME THREE (1997-CURRENT)
1A MWd RGa Cap's back...in Japan! 5.00
1B variant "Sunburst" cover 6.00
2A MWd RGa 4.00
2B variant RGa/BWi cover 4.00
3 .....3.50
4-11 .....3.00
12 Giant-size 4.00
13-17 .....2.50
18 Giant-size 3.50
19-24 .....2.50
25 dbl-sz 3.50
26-29 .....2.50
30-35 .....2.25
36 "Maximum Security" X-over 2.25
ANNUALS
CAPTAIN AMERICA/CITIZEN V '98 .....3.50
CAPTAIN AMERICA 1999 .....3.50
CAPTAIN AMERICA 2000 .....3.50

CAPTAIN MARVEL
MARVEL (1968-1979)
see Marvel Super-Heroes #12 for ❶: Captain Marvel
1 ❶ retold: Captain Marvel 70.00
2 .....22.00
3 .....14.00
4 .....17.50

5 ....14.00
6-11 ....10.00
12-14 ....8.00
15 first 15-cent issue 7.00
16 new costume 7.00
17-24 ....7.00
25 JSt Super-Skrull 15.00
26 JSt JSt Thanos,Thing 20.00
27-33 JSt JSt 10.00
34 JSt JSt vs. Nitro, gets cancer 8.00
35 Ant-Man, Wasp 4.00
36 JSt Watcher 5.00
37-62 ....2.50
GIANT SIZE 1 ....6.00
LIFE OF CAPTAIN MARVEL TPB 14.95
VOLUME TWO (1995-1996)
1 FNi EBe Mar-Vell's son takes over 4.00
2-6 ....2.00
VOLUME THREE (1999-CURRENT)
1A written by PDa 5.00
1B variant cover 6.00
2A-2B covers: Chriscross or JOr 5.00
3-5 ....3.00
6-11 ....2.50
12 "Maximum Security" X-over 2.50

CATWOMAN
DC COMICS (1993-CURRENT)
see Superman's Girlfriend Lois Lane #70
for ❶: Catwoman in the Silver Age.
0 (8/94) DMo JBI Selina reminisces 2.50
1 JDu JBI Bane, embossed cover 5.00
2-4 JDu JBI 3.00
5-11 JDu JBI 2.50
12-30 ....2.50
31-37 CDi JBI 2.50
38-46 DMo JBI 2.50
47-49 DMo JBI 2.50
50A dbl-sz., metallic ink cover 3.00
50B Regular Edition 3.00
51-55 ....2.50
56 "Cataclysm" X-over, pt. 6 ....4.00
57 "Cataclysm" X-over, vs. Poison Ivy 3.00
58-62 ....2.50
63 Joker guest-stars 2.50
64-82 ....2.50
83-86 ....2.25
87 ....2.25
1,000,000 "One Million" X-over story 2.00
ANNUALS
1 LDu CPr Elseworlds tale 3.00
2 "Year One" story 4.00
3 "Legends of the Dead Earth" story 3.00
4 "Pulp Heroes" story 4.00
ONE-SHOTS
CATWOMAN PLUS w/Screamqueen 3.00
PRESTIGE FORMAT BOOKS
DC COMICS/HARRIS (1996)
CATWOMAN/VAMPIRELLA: THE FURIES 5.00

CATWOMAN MINI-SERIES
DC COMICS (1989-CURRENT)
CATWOMAN (1st MINI-SERIES)
1 MNw JJb O: Catwoman 4.00
2-4 MNw JJb 3.00
CATWOMAN: GUARDIAN OF GOTHAM
1-2 DMo JBI Elseworlds story 6.00
CATWOMAN/WILDCAT
1-4 CDi BSt 2.50

CEREBUS
AARDVARK-VANAHEIM (1977-CURRENT)
0 (6/93) SC, reps. #51, 112-113, 137-138 ....2.25
0A gold logo 10.00
1A DSi ❶: Cerebus 400.00
1B counterfeit, different paper stock ....NO VALUE
2 DSi 100.00
3 DSi ❶&O: Red Sophia 120.00
4 DSi ❶: Elrod the Albino, ❶: Death 75.00
5 DSi 60.00
6 DSi ❶: Jaka 60.00
7-10 DSi 40.00
11-12 DSi 30.00
13-15 DSi 25.00
16-20 DSi 20.00
21 DSi ❶: Captain Cockroach 45.00
22 DSi 18.00
23-24 DSi 8.00
25 DSi ❶: Woman Thing, ❶: Sup Thing 10.00
26-30 DSi 10.00
31 DSi O: Moonroach 14.00
32-50 DSi 6.00
51 DSi Cutey Bunny 10.00
52 DSi Cutey Bunny 5.00
53 DSi ❶: Wolveroach 6.00
54 DSi Wolveroach 8.00
55-56 DSi Wolveroach 6.00
57 M: Cerebus and Red Sophia 5.00
58-62 DSi 5.00
63-64 DSi 4.00
65-79 DSi GEr 4.00
80-93 DSi GEr 3.00
94 Cerebus & Red Sophia divorce 3.00
95-111 DSi GEr 3.00
112/113 DSi GEr counts as both issues 3.00
114-146 DSi GEr 3.00
147 Neil Gaiman's 24-hour comic 4.00
148-150 DSi GEr 3.00
151A-153A DSi GEr 3.00
151B-153B 2nd prints 2.25
154-160 DSi GEr 3.00
161 DSi GEr Bone story 12.00
162-165A 3.00
165B 2nd printing 2.25
166-199 ....3.00
200-220 ....2.50
221-258 ....2.25
259 ....2.25
CEREBUS '95 TOURBOOK 6.00
GUYS PARTY PACK reps. #201-204 ....4.00

CHYNA
CHAOS! COMICS (2000)
1A-1B mini-series, reg. or photo cvr. 4.00
1C Premium Edition 10.00
1D D. Forces alternate foil cover 10.00
1E WizardWorld Edition 10.00

CLERKS: THE COMIC BOOK
DM PRESS (1998)
1-SHOT-A written by Kevin Smith 9.00
1-SHOT-B-C 2nd-3rd prints 3.00
CLERKS HOLIDAY SPECIAL 5.00
CLERKS: THE LOST SCENE 5.00

CONTEST OF CHAMPIONS II
MARVEL (1997)
1 mini-series 3.50
2-5 ....3.00

CREATURES OF THE ID
CALIBER (1990)
1 ❶: Frank Einstein (Madmon) 29.00

CRIMSON
IMAGE/CLIFFHANGER (1998)
1A BAu HRa teen vampire 5.00
1B variant cover: AWa 7.50
1C Chromium Edition 40.00
1D Am. Ent. "Wizard Authentic" Chromium, signed by HRa 15.00
1E Dynamic Forces Premiere exclusive 7.00
2A 3.00
2B variant cover: AAd 7.00
2C D. Forces exc. chrome cover 10.00
2D Dynamic Forces excl. HRa cover 7.00
3A 4.00
3B variant cover 7.00
4-6 ....3.50
7A 2.50
7B Dynamic Forces excl. foil cover 10.00
7C Ent. Dist. Alt. Christmas cover 7.5
7D Ent. Dist. foil variant 10.00
7E Ent. Dist. red foil cover 10.00
ALEX'S NEXT ADVENTURE-A D.Forces exclusive 7.00
ALEX'S NEXT ADVENTURE-B Dynamic Forces excl. alt. JAl cover 7.00
ALEX'S NEXT ADVENTURE-C Dynamic Forces exclusive, European Edition 13.00
DC COMICS/CLIFFHANGER 1999-CURRENT)
8-9A 2.50
9B Dynamic Forces Painted Foil ed. 10.00
10-12A 2.50
12B Dynamic Forces excl. cover 7.00
12C D. Forces excl. gold foil cover 10.00
13-21 ....2.50
22 ....2.50
ONE-SHOTS
CRIMSON SOURCEBOOK 3.00
SCARLET X: BLOOD ON THE MOON-A 4.00
SCARLET X: BLOOD ON THE MOON-B Dynamic Forces exclusive 7.00

CRIMSON PLAGUE
IMAGE/GORILLA COMICS (2000-CURRENT)
1 GPe GPe 3.00
2 GPe GPe 2.50
3 GPe GPe 2.50

CRISIS ON INFINITE EARTHS
DC COMICS (1985-1986)
1 MWo GPe ❶: Pariah, D: Earth-3 ❶: Blue Beetle II (DC Comics) 7.50
2-3 MWo GPe C: Anti-Monitor (shadow) 6.50
4 MWo GPe ❶&O: Lady Quark, ❶&O: Dr Light II, D: Monitor 6.50
5 MWo GPe Earths 1 & 2 merge, ❶: Anti-Monitor 6.50
6 MWo GPe Earths S, X, 4 merge, ❶: Captain Atom (in DC Comics) 6.50
7 MWo GPe D: Supergirl 10.50
8 MWo GPe D: Flash (Barry Allen) 12.50
9 MWo GPe villains invade 6.50
10 MWo GPe D: Aquagirl, D: Psimon, Spectre 6.50
11 MWo GPe single Earth created 6.50
12 MWo GPe D: Dove I, D: Lori Lemaris, D: Anti-Monitor, D: Earth-2 Robin, D: Earth-2 Huntress, D: Kole, D: Earth-2 Green Arrow, Golden Age Superman & Wonder Woman separately depart universe 8.50
HC-A (1998) reps. maxi-series, with wraparound cover by GPe and ARa; comes in foil-stamped slipcase; error version 183.00
HC-B corrected version 130.00

CROSSGEN CHRONICLES
CROSSGEN COMICS (2000)
1-SHOT-A 4.00
1-SHOT-B Customer Review edition 5.00

THE CROW
CALIBER (1989)
see Caliber Presents #1 for ❶: The Crow
1A 35.00
1B 2nd print 4.00
1C 3rd print 3.00
2A 23.00
2B-2C 2nd-3rd prints 4.00
3 limited print run 20.00
4 ....20.00
KITCHEN SINK (1998)
0 "A Cycle of Shattered Lives" 3.50
IMAGE/TMP (1999-CURRENT)
1A re-telling of the original "Crow" story 3.50
1B variant cover: TMc 7.50
2-10 ....2.50

THE CROW
TUNDRA (1992)
1-3 JOb JOb 10.00

THE CROW MINI-SERIES
KITCHEN SINK (1998-1998)
DEAD TIME
1-3 ....3.00
DEAD TIME PACK includes all three issues plus limited edition print 8.90
DEMON IN DISGUISE
1-3 ....3.00
FLESH & BLOOD
1-3 murdered woman rises for revenge. 3.00
HC signed and numbered 50.00
WAKING NIGHTMARES
1-4 ....3.00
WILD JUSTICE
1-3 ....3.00
WILD JUSTICE PACK w/lmt'd ed. print 8.90

CRY FOR DAWN
CRY FOR DAWN (1989-1994)
1A JLi ❶: Dawn (NOTE: Beware counterfit #1 w/criss crosses in clouds) 95.00
1B 2nd print 50.00
1C 3rd print, Dawn poster 45.00
2A JLi 50.00
2B 2nd print 20.00
3 JLi 50.00
4A JLi 30.00
4B signed & numbered 60.00
5A JLi 25.00
5B 2nd print, new cover 10.00
5C signed & numbered, rare 50.00
6A JMk JLi Hell Close Up 25.00
6B signed & numbered 45.00
7A-9A 15.00
7B-9B signed & numbered 45.00
COMPILATION PREVUE 50.00
CRY FOR DAWN I-III BINDER EDITION includes 1st three prints of #1, 1st two prints of #2, 1st print of #3; signed by JLi, limited (50) 500.00
CALENDAR '93 ....40.00

CRYPT OF DAWN
SIRIUS (1996-CURRENT)
1A new anthology series 6.00
1B Limited Edition, new JLi cover 15.00
2 ....4.00
3-6 ....3.00

CURSE OF THE SPAWN
IMAGE/TMP (1996-2000)
1A new Spawn in the future 7.00
1B B & W variant 25.00
2-8 ....3.00
9 O: Angela 5.00
10 ....3.50
11-13 ....3.00
14-29 ....2.00

CYBERFORCE ORIGINS
IMAGE/TOP COW (1995)
1A app: Cyblade 3.00
1B Gold Edition, limited to 1,000 ....5.00
1C 2nd print, special price 1.00
1D Amer. Ent. exclusive, limited 3.00
2 Stryker, 1st Michael Turner work 4.00
3 Impact 2.50
4 Misery 3.00

CYBLADE/SHI SPECIAL--THE BATTLE FOR INDEPENDENTS
IMAGE/TOP COW/CRUSADE (1995)
1-SHOT-A BTu MSi continued in *Shi/Cyblade*, ❶: Witchblade 15.00
1-SHOT-B variant cover by BTu 15.00
1-SHOT-C San Diego Special Edition 22.00
1-SHOT-D Limited Edition, available in boxed sets only 30.00
SET A boxed set w/all issues & variants of X-over, plus exclusive MSi cover, box signed by MSi & BTu, limited 42.00
SET B same as above, but box signed by MSi only 39.95
SET C same as Set A, no signatures 29.95

DANGER GIRL
IMAGE/WILDSTORM/CLIFFHANGER (1998)
PREVIEW-A 6.00
PREVIEW-B Amer. Ent. variant 8.00
PREVIEW-C gold logo, limited (5,000) 10.00
PREVIEW-D gold logo, Wizard Authentic, signed 12.00
1A AHa/JCp JCp 10.00
1B Chromium Edition 75.00
1C oversized edition 40.00
1D gold 10.00
1E Tour Edition 20.00
2A AHa/JCp JCp 5.00
2B "gun cover" 18.00
2C Omni-Chrome cover 15.00
2D ruby red cover 225.00
2E D. Forces excl. omnichrome cover 12.00
2F D. Forces excl. Gold Foil cover 10.00
2G Platinum Edition 40.00
3A 4.00
3B-3C variant covers: AHu or TCh 5.00
3D D. Forces exclusive gold variant 10.00
4A 2.75
4B variant cover 4.50
DC COMICS/WILDSTORM/CLIFFHANGER (1999-CURRENT)
5A 2.50
5B Dynamic Forces exclusive cover 10.00
5C Dynamic Forces exclusive foil cover 10.00
5D Ent. Dist. exclusive 10.00
6A 2.50
6B cover: JMd 5.00
6C cover: HRa 4.00
6D Dynamic Forces gold foil edition 10.00
7 dbl-sz. 5.95
DANGER GIRL SPECIAL-A 3.50
DANGER GIRL SPECIAL-B D. Forces European Sketch edition 10.00

DAREDEVIL
MARVEL (1964-1998)
-1 (1997) "Flashback" tale 2.00
1 SLe BEv ❶&O: Daredevil, ❶: Foggy Nelson 2,000.00
2 SLe JOd Electro 525.00
3 SLe JOd ❶: Owl 325.00
4 SLe JOd ❶: Purple Man 275.00
5 SLe WWo ❶: Matador 225.00
6 SLe WWo ❶: Mr. Fear 150.00

BEST OF 2000

CAPTAIN MARVEL MEETS MAR-VELL

CAPTAIN MARVEL (vol. 3) #11

Nothing more depressing than telling dear old Dad he's going to die of cancer, eh? But that's just what Captain Marvel does in this issue, when a "rip" in the fabric of time swallows him and sends him back to the days when Pops was still breathing. The original Mar-Vell mistakes his son as one of archnemesis Thanos' henchmen and tries to blast him into space. An explanation is soon delivered, and Mar-Vell learns of his impending demise. The two share an awkward hug, with Mar-Vell likely cursing ineffective birth control.

WE READ IT FOR YOU

IF YOU MISSED IT

Batman #583

Batman's pal Jeremy Samuels leads a robbery of expensive church artifacts, but it's really an attempt to kill himself once and for all. The creepy guy with the weird goggles from last month (called Zeiss) shows up to kick Batman's butt, but Samuels catches the bullets meant for the Detective and croaks, fulfilling his death wish. Bats is pissed and someone's gonna pay, starting with the Penguin, who's part of this whole deal.

7 SLe WWo ◐: red costume 275.00
8 SLe WWo ◐: Stilt Man 125.00
9 SLe WWo ◐&D: Klaus Kruger ...125.00
10 BPo WWo ◐: Organizer 125.00
11-12 .....75.00
13-15 .....70.00
16 SLe JRo ◐: Masked Marauder...80.00
17 SLe JRo Masked Marauder, Spidey80.00
18 SLe JRo ◐: Gladiator 40.00
19-21 .....40.00
22 SLe GCo ◐: Tri-Man, Gladiator...40.00
23-24 SLe GCo 40.00
25 SLe GCo ◐: Mike Murdock, ◐: Leap-Frog 30.00
26 SLe GCo Stilt-Man 25.00
27 SLe GCo Spider-Man.....35.00
28-36 SLe GCo 25.00
37-48 SLe GCo.....18.00
49 SLe GCo ◐: Starr Saxon 15.00
50 .....15.00
51-52 .....16.00
53 SLe GCo O retold: Daredevil.....18.00
54-57 .....12.00
58 RTh GCo ◐: Stunt-Master 12.00
59 RTh GCo ◐&D: Torpedo I 12.00
60-64 RTh GCo 12.00
65 RTh GCo ◐: Brother Brimstone 12.00
66-76 .....12.00
77 GCy GCo Spider-Man.....14.00
78 GCy GCo ◐: Man-Bull 12.00
79-91 .....12.00
92 GCy GCo B: Black Widow as DD's co-star, ◐: Blue Talon ...14.00
93-99 .....12.00
100 SGe GCo ◐: Angar the Screamer 20.00
101-104.....6.00
105 SGe JSt 10.00
106-123 .....4.00
124 End: Black Widow.....4.00
125-130 .....4.00
131 ◐&D: Bullseye II 24.00
132 Bullseye.....4.00
133-157 .....3.00
158 MWo FMi 1st FMi on title 40.00
159 RMc FMi Bullseye 23.00
160-161 RMc FMi 11.00
162 MFi SDi O retold: Daredevil 4.00
163-167 .....11.00
168 FMi FMi ◐: Elektra.....35.00
169-170 FMi FMi 10.00
171-173 FMi FMi 7.00
174 FMi FMi Elektra, ◐: the Hand ...9.00
175 FMi FMi Elektra, D: the Hand ...8.50
176 FMi FMi Elektra, ◐: Stick 8.00
177-180 FMi FMi 5.00
181 FMi FMi giant-sz., Bullseye, "death" of Elektra 10.00
182-184 FMi KJa Punisher 4.00
185-189 FMi KJa 3.00
190 FMi KJa "return" of Elektra 4.00
191-195 .....2.50
196 KJa Wolverine 7.00
197-199 .....2.50
200 Bullseye 3.00
201-226 .....2.50
227 FMi DMa "Born Again" pt. 1 ...4.00
228-237 .....2.50
238 Sabretooth.....4.50
239-247 .....2.50
248-249 Wolverine 5.00
250-251 ANo JRj 2.50
252-253 .....3.00
254 ANo JRj ◐: Typhoid Mary 6.00
255-296 .....2.50
297-299 "Fall of the Kingpin" pts. 1-3 2.50
300 pt. 4 .....4.00
301-318 .....2.50
319 DCh SMd "Fall from Grace" prologue, Silver Sable, new direction begins 3.50
320 DCh SMd "Fall from Grace" pt. 1 3.50
321A DCh SMd pt. 2, glow-in-dark cover2.50
321B Regular Edition 2.00
322-349 .....2.00
350A JDm RWa dbl-sz 3.50
350B Regular Edition 3.00
351-352 .....2.50
353-374 .....2.00
375 dbl-sz 3.00
376-379 "Flying Blind" pts. 1-4 .....2.00
380 dbl-sz 3.00
GIANT SIZE 1 rep. DD Annual #1 ...10.00

ANNUALS

1 (SPECIAL 1) SLe GCo Electra ...30.00
2 (SPECIAL 2) reps. DD #10,11 .....8.00
3 (SPECIAL 3) reps. DD #16,17 .....6.00
4 CCI GTu ◐: Mind-Master 5.00
5 (#4) incorrect number on cover ...4.00
6 "Lifeform" X-over.....3.50
7 Von Strucker 3.00
8 GWr MWy ◐: Crippler 3.00
9-10 .....3.00
DAREDEVIL/DEADPOOL '97 .....6.00
DAREDEVIL & KA-ZAR '98 .....3.00

GRAPHIC NOVELS

BLACK WIDOW: THE COLDEST WAR 9.95
LOVE & WAR FMi 9.95

MARVEL/CRUSADE

DAREDEVIL/SHI Second part shipped as *Shi/Daredevil* 3.00

MARVEL/DC COMICS

DAREDEVIL/BATMAN DCh SMd 8.00

VOLUME TWO (1998-CURRENT)

1/2 *Wizard* mail-away 12.00
1A "Marvel Knights"; written by Kevin Smith 11.00
1B Dynamic Forces exclusive 11.00
1C Marvel Authentix sketch cover ...85.00
1D Marvel Authentix printed sketch cvr.10.00
2A-2B covers: JQu or JCp 6.50
3 .....4.00
4-5A 3.00
5B variant cover 8.00
6-11 .....2.50
12-18 .....3.00

DAREDEVIL MINI-SERIES

MARVEL

DAREDEVIL: NINJA (2000)

1 .....2.99

DAREDEVIL: THE MAN WITHOUT FEAR (1993)

1 FMi JRj DD's past 4.50
2 FMi JRj 4.00
3-5 FMi JRj 3.50

DARK CROSSINGS: DARK CLOUD RISING

IMAGE/TOP COW (2000)

1A 6.00
1B D.Forces Gold foil edition 10.00
2 .....6.00

DARK HORSE PRESENTS

DARK HORSE (1986-2000)

1A ◐: Concrete 10.00
1B 2nd print 3.00
1C 3rd print, with creator update.....2.25
1D Wizard Ace Edition, reps. #1 with new acetate cover art 15.00
2 Concrete 5.00
3 Concrete 4.00
4 Concrete 3.50
5-9 .....3.00
10-23 .....3.00
24 ◐: Aliens 10.00
25-31 .....2.50
32 .....4.00
33 .....2.50
34-36A Aliens vs. Predator 4.00
36B painted cover 6.00
37-41 .....2.50
42-43 Aliens 3.50
44-47 .....2.50
48-50 .....2.25
51-53 FMi FMi Sin City 4.00
54 FMi FMi Sin City; JBy JBy ◐: Next Men 7.00
55-57 FMi, JBy Sin City, Next Men ...4.00
58-79 .....2.25
80 ◐: Monkeyman & O'Brien.....4.00
81-84 .....2.25
85-87 .....2.50
88-91 MMi MMi Hellboy 4.00
92-99 .....2.50
100 #1 NOTE: issue #100 is actually a five-issue mini-series, all parts of which shipped the same month 2.50
100 #2 O: Hellboy 5.00
100 #3-4 Concrete, Martha Washington 2.50
100 #5 Monkeyman & O'Brien, Milk & Cheese 5.00
101-102 Aliens story by BWr 2.50
103-125 .....3.00
126 dbl-sz flip-book 4.00
127-132 .....3.00
133-134 Dirty Pair 6.00
135 .....4.00
136-140 .....3.00
141 All-Buffy issue 6.00
142-149 .....3.00
150 dbl-sz 4.50
151-157 .....3.00

ANNUALS

ANNUAL 1997 .....5.00
ANNUAL 1998 ◐: Buffy the Vampire Slayer (in comics) 17.50
ANNUAL 1999 .....6.00
ANNUAL 2000 Buffy, Xena 5.00

ONE-SHOTS

DARK HORSE PRESENTS: FIFTH ANNIVERSARY SPECIAL ◐: Sin City, story concludes in DHP #51-54 10.00

DARK MINDS

IMAGE (1998)

0A (2/99) Ent. Dist. exclusive 8.00
0B (2/99) Ent. Dist. Storm Foil cover 10.00
1/2 .....2.50
1A 10.00
1B A.U. exclusive cover 10.00
1C *Wizard Authentic* signed variant ...10.00
1D Dynamic Forces Gold Foil ed. ...10.00
1E "Ghost in the Shell"-esque cover ...7.00
2A 7.00
2B variant cover 9.00
3A-3B reg. or variant cover.....3.00
4A 3.00
4B-4C East Coast or West Coast variant 6.00
5-8 .....3.00

VOLUME TWO (2000-CURRENT)

0A-0B ships w/2 covers, equal ratio ...2.50
1A-1C covers: PAt, JMd or O. Dogan 2.50
2A-2C covers: PAt, MTu or O. Dogan ...2.50
3A-3C covers: PAt, JQu or O. Dogan ...2.50
4-7 .....2.50
8 .....2.50

DARKCHYLDE

MAXIMUM PRESS (1996)

PREVIEW-A Am. Ent. exclusive 5.00
PREVIEW-B gold logo 8.00
PREVIEW-C "Wizard Authentic" gold signed by RQu 15.00
1/2A Wizard mail-away 8.00
1/2B "Winged" cover 10.00
1A 9.00
1B RLd variant cover 10.00
1C magazine-style variant.....12.00
1D Amer. Ent. exclusive 10.00
1E Special Comic Con Edition.....10.00
1F "remastered" edition (from TMP Prod.), new wrap-around cover 5.00
2A 8.00
2B variant "spiderwebs" cover 10.00
2C "remastered" edition 2.50
3A 7.00
3B Drew variant cover (white).....8.00
3C "remastered" edition 2.50

IMAGE (1997)

4A 5.00
4B "Fear" Edition 20.00
5A 3.50
5B Dynamic Forces edition 8.00
5C B&W RQu cover.....12.00
5D "Wizard Authentic" B&W RQu cover15.00

ONE SHOTS

DARKCHYLDE: THE DIARY-A 5.00
DARKCHYLDE: THE DIARY-B white cover.....15.00
DARKCHYLDE: THE DIARY-C bikini holochrome cover.....40.00
DARKCHYLDE SUMMER PREVIEW-A Dynamic Forces Exclusive 6.00
DARKCHYLDE SUMMER PREVIEW-B Gold Foil Edition 10.00
DARKCHYLDE SUMMER SWIMSUIT SPECTACULAR-A 4.00
DARKCHYLDE SUMMER SWIMSUIT SPECTACULAR-B D. Forces excl. 7.00
DARKCHYLDE SWIMSUIT ILLUSTRATED-A 3.00
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THE DARKNESS

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see Medieval Spawn/Witchblade for ◐: Darkness power, & Witchblade #10 for ◐: Jackie Estacado

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3 .....5.00
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8B variant 5.00
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SIRIUS (1995-1996)

see Cry for Dawn #1 for ◐: Dawn

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3B variant (1,500) 30.00
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4B variant (3,500) 20.00
5A 4.00
5B variant cover.....15.00
6A 4.00
6B variant cover.....15.00
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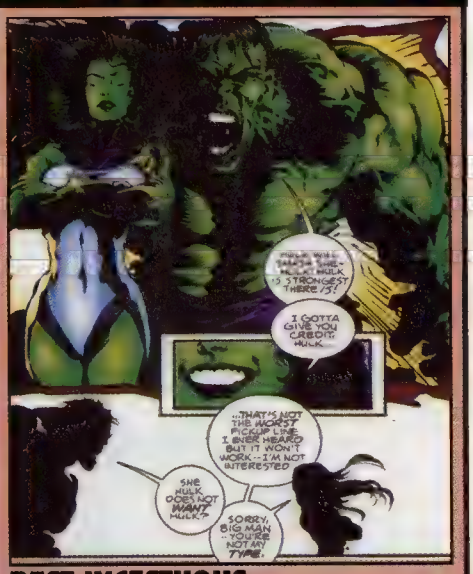
FUNNIESTOFF2000



BEST INCESTUOUS NEAR-ROMANCE

HULK ANNUAL 2000

When Hulk crash-lands (literally) in Central Park, the Avengers are dispatched to combat his rampage. Because of his aggressive behavior patterns, the team comes to suspect he's looking for a mate! She-Hulk gets the bright idea of coming onto him, then rebuking his advances. Great. Uh, just one thing: She's Banner's freakin' cousin! Nonplussed, Hulk starts to get all hot in the pants before hopping away in anger after being rejected. Gee, Hulkster, sorry you couldn't stay and produce mongoloid mutant babies, you blazing freak. We remind everyone that this kind of thing only happens in the Deep South.

89-96 ....3.00
97 final issue, dbl-sz., Phantom Zone 5.00
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see Sandman #8 for ❶: Death
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DEATH: THE TIME OF YOUR LIFE
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1-2 NGa CBc 4.00
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HC reps. mini-series, w/three new pages 35.00

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169 0 retold: Dr. Strange 125.00
170 ....45.00
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1-SHOT available only in England 215.00

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E.V.E. PROTOMECHA/SOUL SAGA PREVIEW FLIP BOOK 15.00
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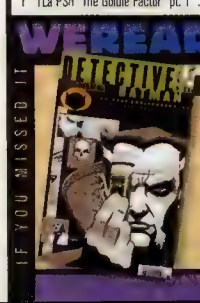
UNTOLD TALES OF EVIL ERNIE–B "Black Death" Premium edition 12.95
UNTOLD TALES OF EVIL ERNIE–C Chromium edition 15.95

BEST OF 2000

"LOIS" REVEALED AS PARASITE
SUPERMAN (vol. 2) #157

You know your marriage is on the rocks when your wife punches you clear through a window. Clark had been confused by an irritable Lois for a while, but when she returns to their pad to start packing, Kent angers her enough to start a tussle. A battle over Metropolis ensues, and Lane reveals herself...ah, himself to be nasty baddie Parasite. 'Site eventually punches himself out, drained of life, and Superman is left wondering where the real Lane is. Meanwhile, we're horrified at the thought of both Kent and Lex Luthor having "relations" with that vile cretin. Break out the toothbrush! Gah!

WEREADITFORYOU



IF YOU MISSED IT

Detective Comics #750

This milestone ish concludes the Whisper A'Daire storyline, as well as ties up the loose ends from the "Tower of Babel" story in *JLA*. Bats travels all over the globe hunting for Ra's Al Ghul, his daughter Talia and Whisper, who plan on poisoning humanity with their addictive drug that turns people into animals. Bats foils their scheme, and Talia turns against her pops for the 3,012th time. No dessert for you, young lady!

EVIL ERNIE MINI-SERIES

ETERNITY (1991-1992)

EVIL ERNIE (1st MINI-SERIES)
NOTE: All unlisted Chaos! Comics reprints are $2.00.
½ Wizard mail-away 15.00
1A BPu SHu ◐: Evil Ernie, ◐: Lady Death 70.00
1B Limited Edition (6/92), reps. #1 w/16 new pages 35.00
1C Chaos! Comics rep. 2.50
1D Chaos! Comics Micro edition 25.00
2-3 BPu SHu 35.00
4 BPu SHu Lady Death 25.00
5 ....20.00
NECRO BOXED SET limited boxed set of #1-5 new Necro editions, limited 35.00

CHAOS! COMICS (1993-CURRENT)

EVIL ERNIE: DEPRAVED
PREVIEW BOOK 5.00
1A 3.00
1B Premium edition 10.00
2-3 ....3.00

EVIL ERNIE: DESTROYER
PREVIEW previews mini-series 3.00
1-9 ....3.00

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1A BPu SHu includes JBi centerfold 5.00
1B white, glow-in-dark limited 16.00
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3 BPu SHu JBi centerfold 4.00
4 BPu SHu JBi centerfold 3.50

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3B variant cover (Chastity) 17.50
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ASHCAN GOLD PREMIUM 10.00

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1A R: Evil Ernie, cover: JQu, JBi pin-up 15.00
1B Gold Edition, limited 40.00
2-4 ....12.00

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1A 3.00
1B premium edition 10.00
1C D. Forces exclusive painted cover 7.00
2-3 ....3.00

EWOKS

MARVEL/STAR COMICS (1985-1987)

1 ....15.00
2-15 ....10.00

F5

IMAGE (2000-CURRENT)

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ORIGIN-B Ent. Dist. excl. variant 10.00
1A 3.00
1B variant "bikini" cover: TDa 8.00
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FANTASTIC FOUR

MARVEL (1961-1996)

1A SLe JKi ◐&O: Fantastic Four, Marvel's 1st superhero team since the Golden Age, ◐: Mole Man 20,000.00
1B Golden Record rep., no cover price 175.00
1C Golden Record rep., w/record 250.00
2 SLe JKi ◐: Skrulls 3,600.00
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4 SLe JKi Re-intro: Sub-Mariner, 1st app. since Golden Age 2,800.00
5 SLe JKi ◐&O: Dr. Doom 3,000.00
6 SLe JKi Dr. Doom, Namor, 1st Marvel villain team-up 1,700.00
7 SLe JKi ◐: Kurrgo 775.00
8 SLe JKi ◐: Puppet Master, ◐: Alicia Masters 800.00
9 SLe JKi Sub-Mariner 775.00
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11 SLe JKi ◐: Willie Lumpkin, ◐: Impossible Man 700.00
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46 SLe JKi ◐: Inhumans 85.00
47 SLe JKi ◐: Maximus 80.00
48 SLe JKi C: Galactus, ◐: Silver Surfer 1,100.00
49 SLe JKi ◐: Galactus, Silver Surfer, ◐: Galactus' Punisher Robot 275.00
50 SLe JKi ◐: Wyatt Wingfoot 255.00
51 SLe JKi Wyatt Wingfoot 50.00
52 SLe JKi ◐: Black Panther 125.00
53 SLe JKi ◐: Klaw, D: Black Panther 90.00
54 SLe JKi Inhumans 45.00
55 SLe JKi Silver Surfer 75.00
56 SLe JKi Silver Surfer 50.00
57 SLe JKi Doom defeats Silver Surfer 55.00
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61 SLe JKi Sandman 40.00
62 SLe JKi ◐: Blastaar 40.00
63 SLe JKi Blastaar 40.00
64 SLe JKi ◐: The Kree 40.00
65 SLe JKi ◐: Ronan the Accuser, ◐: Supreme Intelligence 40.00
66 SLe JKi O: Him (later becomes Adam Warlock) 90.00
67 SLe JKi C: Him 100.00
68 SLe JKi Mad Thinker 40.00
69-70 SLe JKi 40.00
71 SLe JKi 35.00
72 SLe JKi Silver Surfer 40.00
73 SLe JKi Spider-Man, Thor, Daredevil, Dr. Doom 35.00
74-75 SLe JKi 40.00
76 SLe JKi 38.00
77 SLe JKi Galactus, Surfer 35.00
78-80 SLe JKi 30.00
81 SLe JKi J: Crystal 30.00
82-83 SLe JKi Inhumans 30.00
84 SLe JKi Dr. Doom 25.00
85 SLe JKi ◐: Hauptmann 25.00
86 SLe JKi R: Sue Richards 25.00
87 SLe JKi Dr. Doom, D: Hauptmann 25.00
88-89 SLe JKi Mole Man 25.00
90-93 SLe JKi Skrulls 20.00
94 SLe JKi ◐: Agatha Harkness, Franklin named 22.00
95 SLe JKi Q: Crystal 22.00
96-99 SLe JKi 22.00
100 SLe JKi Puppet Master 80.00
101-102 SLe JKi 22.00
103 no Kirby 20.00
104-107 no Kirby 15.00
108 SLe JKi 18.00
109-111 no Kirby 15.00
112 SLe JBu Hulk vs. Thing 50.00
113 SLe JBu ◐: Over-Mind 10.00
114 SLe JBu Over-Mind 10.00
115 SLe JBu ◐: Eternals 12.00
116 52 pages 20.00
117 -119 ....8.00
120 SLe JBu ◐: Gabriel 6.00
121-123 SLe JBu 12.00
124-125 ....6.00
126 O retold 7.00
127-128 RTh JBu 5.00
129 RTh JBu Frightful Four, ◐: Thundra. 5.00
130-149 ....5.00
150 GCy RBu M: Crystal & Quicksilver; X-over with *Avengers* #127 ....7.50
151-154 ....5.00
155-157 ....7.50
158 -163 ....5.00
164 RTh GPe ◐: Crusader, ◐: Frankie Raye 5.00
165 -166 RTh GPe 5.00
167 RTh GPe 6.00
168 RTh RBu Q: Thing, J: Luke Cage 6.00
169 -199 ....4.00
200 200th Anniv. issue, Dr. Doom 8.00
201-208 ....3.00
209 art: JBy ◐: H.E.R.B.I.E., Nova 3.50
210 art: JBy Galactus 3.50
211 art: JBy ◐: Terrax 3.50
212-218 art: JBy 3.50
219 -231 ....3.00
232 JBy JBy 1st full Byrne issue 4.00
233 -238 JBy JBy 3.00
239 JBy JBy ◐: Aunt Petunia 3.00
240-243 JBy JBy 3.00
244 JBy JBy Frankie Raye becomes Nova 3.50
245-272 JBy JBy 3.00
273 JBy JBy ◐: Nathaniel Richards 3.00
274-293 JBy JBy 2.50
294-295 ....2.50
296 25th Anniv., various artists 4.00
297-299 ....2.50
300 M: Human Torch & Alicia 3.50
301-346 ....2.50
347A WSi AAd New FF 3.00
347B WSi AAd 2nd print, Gold Edition 1.00
348A WSi AAd New FF 3.00
348B WSi AAd 2nd print, Gold Edition 1.00
349-357 ....2.50
358 anniv. issue, triple-sz., Marvel's 1st die-cut cover, "death" of Lyja 3.00
359-370 ....2.50
371A white embossed cover 4.00
371B 2nd print, red embossed cover 2.50
372-374 ....2.50
375-376 ....3.00
377-380 ....2.50
381 TDe PRy teams up w/Doom, "deaths" of Doom & Reed 3.00
382-386 TDe PRy 2.50
387A TDe PRy "Nobody Gets Out Alive," pt. 1, die-cut/foil edition 3.50
387B Regular Edition 1.25
388 pt. 2, ◐: Dark Raider 2.50
389-393 ....2.50
394A Raptor the Renegade, neon ink cover bagged w/insert & acetate print 3.00
394B regular cover, unbagged, no insert or print 1.50
395-397 ....2.50
398A-399A prismatic foil-stamped covers 2.50
398B-399B Regular Editions 2.00
400 pt. 3, dbl-sz, foil-stamped cover 4.50
401-414 ....2.50
415 Onslaught 3.50
416 dbl-sz. final issue, Onslaught 4.00

ANNUALS
1 SLe JKi O: Namor, ◐: Leonid McKenzie, ◐: Princess Fen 650.00
2 SLe JKi Dr. Doom, ◐: Boris, rep. #5 ....350.00
3 SLe JKi M: Reed & Sue 130.00

SPECIALS
(Formerly Annuals)
4 SLe JKi ◐: Quasimodo, ◐: Silver Age Human Torch 80.00
5 SLe JKi 1st solo Silver Surfer story, ◐: Psycho Man 125.00
6 SLe JKi ◐: Annihilus, Franklin born 75.00
7 rep. #1, Annual #2 ....20.00
8 rep. Annual #1 ....10.00
9 -10 ....10.00

ANNUALS
(Returns to Annuals)
11 RTh JBu 8.00
12-17 ....7.00
18-19 JBy JBy 7.00
20 ....7.00
21 "Evolutionary Wars" X-over 3.50
22 "Atlantis Attacks" X-over 4.50
23 "Days of Future Present" X-over 5.00
24-27 ....3.50

ASHCANS
1-2 ....0.75

GIANT-SIZE
2 GCy JBu ◐: Tempus 16.00
3 MWo RBu ◐&O: Four Horsemen of the Apocalypse, rep. #21 ....14.00
4 CCI JBu ◐&O: Jamie Madrox 14.00
5-6 ....12.00

MINI-SERIES
FANTASTIC FOUR VS. X-MEN (1987)
1-4 CCI JBg 2.50

ONE-SHOTS
FANTASTIC FOUR: THE LEGEND 4.00
VOLUME TWO (1996-1997)
ASHCAN 2,000 copies signed & numbered by JLe, previews new series 12.00
1A JLe/BCo JLe dbl-sz. 4.50
1B variant Mole Man cover 8.00
1C Gold Signature Edition 25.00
1D *Wizard* Authentic Variant, signed by Jim Lee 20.00
2 JLe/BCo JLe vs. the Sub-Mariner 4.00
3-4A JLe/BCo JLe 3.50
4B variant "Christmas" cover 5.00
5 JLe/BCo JLe Dr.Doom 3.50
6-11 JLe/BCo BBt 2.50
12 ....3.50
13 JRb MWr FF & Wildstorm's WildC.A.T.s 3.00
VOLUME THREE (1997-CURRENT)
1A SLo ADa back in Marvel Universe 5.00
1B variant "Sunburst" cover 6.00
2A SLo ADa new FF headquarters 4.00
2B variant JMd cover 4.00
3-4 ....3.50
5-8 ....3.00
9-11 CCI SLr 3.00
12 CCI SLr dbl-sz 3.50
13-24 CCI SLr 2.50
25 CCI, SLr vs. Doom 3.50
26-28 CCI SLr 3.00
29 CCI SLr 2.50
30-34 ....2.25
35A Gold Foil stamped cover 3.25
35B regular cover 2.25
36 ....2.25
FANTASTIC FOUR & FANTASTIC FOUR '98 the Thing goes time travellin' 3.50
FANTASTIC FOUR 1999 ....3.50
FANTASTIC FOUR 2000 ....3.50

FATALE

BROADWAY COMICS (1996)

1 1st JG Jones comic work 2.50
2-6 ....2.50
PREVIEW EDITION 2.50

FATHOM

IMAGE/TOP COW (1998)

PREVIEW ◐: Fathom 10.00
0A 10.00
0B Green Prism edition 14.00
0C *Wizard* Authentic, signed by MTu 20.00
0D Image reprint 2.50
0E D. Forces Gold variant 25.00
0F D.Forces excl. "Beach Babe" cover 7.00
1A MTu MTu "Bubbles" cover 6.00
1B "Killian" cover 5.00
1C "Dolphin" cover 6.00
1D Wizard World '98 Edition 19.00
2-3A 3.50
3B Christmas cover (internet exclusive) 8.50
4A 3.00
4B variant "Darkling" cover 6.00
5-8A 2.50
8B Canadian Expo '99 speckle foil excl. 25.00
8C Canadian Expo '99 blue foil excl. 20.00
9A 2.50
9B variant cover 6.00
9C Midwest cover 9.00
9D Midwest foil cover 16.00
9E holofoil Stormkote cover 22.00
9F Graham Crackers excl. cover 6.00
9G Jimmy Jay shiny blue exclusive 10.00
10A 2.50
10B D. Forces "Perfect 10" variant 8.00
11 ....2.50
12A-12B ships w/2 covers that fit together to form single image 2.50
12C Holofoil cover 20.00
12D Tower Records excl. 12.00
12E Tower Records blue foil variant 15.00
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14A-14B ships w/2 covers that fit together to form single image 2.50
FATHOM 2000 SWIMSUIT COMIC BOOK CALENDAR 3.00
SWIMSUIT SPECIAL 3.00
SWIMSUIT SPECIAL 2000 ....3.00

FILLERBUNNY

AMAZE INK/SLAVE LABOR GRAPHICS (2000)

1 He's cute, he's cuddly...he takes up space! Guest-starring "Monkey who gets shot in face" 2.25

THE FINAL NIGHT

DC COMICS (1996)

PREVIEW original story, D: Blackfire 2.00
1-3 KKe SIm X-over, vs. Sun-Eater 3.00
4 KKe SIm D: Hal Jordan (G. Lantern) 6.00

FLASH

DC COMICS (1959-1985)

see Showcase #4 for Silver Age ◐:Flash previously Flash Comics
105 GFo CIn ◐: Mirror Master 5,500.00
106 GFo CIn ◐&O: Gorilla Grodd & Pied Piper 1,500.00
107 GFo CIn Grodd 750.00
108 GFo CIn Grodd 650.00
109 GFo CIn Mirror Master 500.00
110 GFo CIn ◐&O: Kid Flash, ◐: Weather Wizard 1,200.00
111 CIn Kid Flash 350.00
112 CIn ◐: Elongated Man 400.00
113 CIn ◐&O: Trickster 350.00
114 CIn 250.00
115-116 CIn 200.00
117 CIn ◐: Captain Boomerang 275.00
118-120 ....200.00
121 ....145.00
122 ◐&O:The Top 145.00
123 GFo CIn ◐: Golden Age Flash in Silver Age,1st Earth-2 ....1,200.00
124-128 ....125.00
129 Golden Age Flash 280.00
130-134 ....115.00
135 new costume for Kid Flash 120.00
136 ....120.00
137 1st full JSA story 415.00
138 ....125.00
139 ◐&O: Prof. Zoom (Reverse-Flash) 140.00
140 O: Heat Wave 120.00
141-142 ....80.00
143 ◐: T.O. Morrow 80.00
144-150 ....80.00
151 Earth-2 Flash 100.00

FUNNIESTOF2000

BEST COSMIC-POWERED CAT

TOP 10 #9

The cheerfully bizarre world of Alan Moore's *Top 10* just gets more outlandish every month. The strong, highly illegal narcotics Moore must ingest before scribing each issue forces him to really just about break even, folks. Buy two copies. The splash page to #9 features a *Pokémon meets Secret Wars*-esque brawl between Cosmouse and Galactapuss. Yes, Galactapuss. A feline knock-off of Marvel's world-consuming Galactus. Ever since *Peter Porker, the Spectacular Spider-Ham* got canceled, we've been jonesing for a good animal parody. Thank you, Alan.

152-159 ..... 55.00
160 80 Pg. Giant #G-21 ..... 80.00
161-168 ..... 50.00
169 80 Pg. Giant #G-34 ..... 80.00
170 Earth-2 Flash, Dr. Fate, Mid-Nite 50.00
171-173 ..... 45.00
174 Barry reveals ID to Iris 50.00
175 Superman vs Flash, JLA 140.00
176-177 ..... 45.00
178 80 Pg. Giant #G-46 ..... 65.00
179 ..... 50.00
180 ..... 45.00
181-185 ..... 25.00
187 80 Pg. Giant #G-58 ..... 45.00
188-195 ..... 25.00
196 80 Pg. Giant #G-70 ..... 45.00
197-200 ..... 25.00
201-204 ..... 15.00
205 80 Pg. Giant #G-82 ..... 30.00
206-213 ..... 15.00
214 0 retold: Metal Men 36.00
215 Green Arrow 25.00
216 ..... 15.00
217-219 NAd Green Lantern 25.00
220 Kid Flash, Green Lantern 15.00
221-225 ..... 7.00
226 NAd 10.00
227-228 ..... 6.00
229 100 pgs. 26.00
230-231 ..... 6.00
232 100 pgs. 26.00
233 ..... 6.00
234-288 ..... 5.00
289 1st DC art by GPe, B: Firestorm ... 7.00
290 ..... 4.00
291-299 ..... 3.00
300 ..... 5.00
301-349 ..... 3.00
350 Trial, dbl-sz., final issue 5.00
ANNUAL 1 (1953) 400.00

VOLUME TWO (1987-CURRENT)

0 (8/94) "Zero Hour" aftermath, lead-in to "Terminal Velocity" storyline 3.00
1 MBo JGu Legends, New Teen Titans 5.00
2 MBo JGu 2.50
3 MBo JGu ❶: Kilgore 2.50
4-49 ..... 2.50
50 WLo GLa R: Flash, dbl-sz. 3.00
51-61 ..... 2.50
62 1st Mark Waid work on Flash 3.50
63-72 ..... 2.50
73 MWd GLa R: Barry Allen 3.00
74-78 MWd GLa 3.00
79 Wally vs. Prof. Zoom, dbl-sz. 3.00
80A MWd Collector's Edition, foil-enhanced cover, vs. Magenta (Frances Kane) 4.00
80B Newsstand Edition 3.00
81-87 MWd MWr 3.00
88-91 ..... 3.00
92 MWd MWr "Reckless Youth" pt. 1, ❶: Impulse 7.00
93-94 ..... 4.00
95-99 ..... 2.50
100 dbl-sz., enhanced cover 4.00
100A alternate cover, no enhancement 2.50
101-129 ..... 2.50
130-134 ..... 2.50
135-149 ..... 2.50
150 dbl.sz. 3.50
151-161 ..... 2.50
162 ..... 2.00
163-166 ..... 2.25
167 ..... 2.25
1,000,000 "One Million" X-over story 2.00

ANNUALS

1 MBo JGu 4.00
2-4 ..... 3.00
5 "Eclipso: The Darkness Within" X-over 5.00
6 "Bloodlines" X-over, ❶: Argus 3.00
7 Elseworlds story 3.00
8 "Year One," Wally's 1st adventure ... 3.50
9 "Legends of the Dead Earth" story 3.00
10 "Pulp Heroes" story 4.00
11-12 ..... 3.00
13 ..... 3.50
HC LIFE STORY OF THE FLASH 23.00

ONE-SHOTS

FLASH 80-PAGE GIANT (1998) 5.00
FLASH 80-PAGE GIANT #2 (1999) 5.00
FLASH PLUS Flash & Nightwing 3.00
FLASH SECRET FILES 5.00
FLASH SECRET FILES 2 ..... 5.00

SPECIALS

1 rare 50th Anniv., written by MWd 5.00

4: A UNIVERSE X SPECIAL

MARVEL (2000)

1-SHOT-A co-written by ARo 4.00
1-SHOT-B D. Forces excl. cover 7.00
1-SHOT-C D. F. Concept Sketch cover 10.00

FROM HELL

MAD LOVE/TUNDRA (1991-1993)

1A ECa AMo 20.00
1B 2nd print 9.00
2 ..... 12.00

MAD LOVE/KITCHEN SINK (1993-1996)

1A ECa AMo 10.00
1B-1D 2nd-4th prints 5.00
2A 8.00
2B-2C 2nd-3rd prints 5.00
3A 8.00
3B 2nd print 5.00
4A-5A 8.00

BEST OF 2000

HUNTRESS ORDERS HER FATHER KILLED

BATMAN/HUNTRESS: CRY FOR BLOOD #6

There are ice queens, and there are stone-cold, emotionally bankrupt vixens. Huntress could arguably fall into the latter category, as not even a blood relationship holds much water with her. After learning her wife-beating mobster "uncle" is truly her father, a disgusted Helena orders a rival crime boss to off dear ol' Dad. A meeting at the docks later on is the scene of the crime, and Huntress shows little emotion in hearing the "krak" of the pistol from nearby. She seems to be at peace, but we recommend never, ever getting her cranky.

4B-5B 2nd prints 5.00
6-10 ..... 8.00
DANCE OF THE GULL CATCHERS 5.00
HC-A Signed & numbered by Alan Moore, published by Spiderbaby Grafix 100.00
HC-B lettered, Deluxe Edition 450.00

GAMBIT

MARVEL (1998-CURRENT)

see X-Men #266 for ❶: Gambit

1A-1D 3.00
1E 2.50
1F Dynamic Forces excl. cover 7.00
1G Marvel Authentix sketch cover ... 45.00
1H Marvel Authentix printed sketch cvr. 10.00
2A-2B covers: SSr, TBd 3.00
3-11 ..... 2.50
12 dbl-sz 3.00
13-16 ..... 2.50
17-22 ..... 2.25
23 ..... 2.25
GAMBIT 1999 ..... 3.50
GAMBIT 2000 ..... 3.50

GAMBIT MINI-SERIES

MARVEL (1993-1997)

GAMBIT (1st MINI-SERIES)

1A HMa LWk D: Henri (Gambit's brother) 4.00
1B Gold Edition 20.00
2-4 ..... 3.50
TPB reps. #1-4 ..... 12.95

GAMBIT (2nd MINI-SERIES)

1 ..... 3.00
2-4 ..... 2.50

GATECRASHER

BLACK BULL (2000)

1A MWd ACo mini-series 2.50
1B variant cover: J.G. Jones 5.00
1C *Wizard* Authentic ed., J.G. Jones cover, signed by Gareb Shamus 20.00
2-4 ..... 2.50

REGULAR SERIES (2000-CURRENT)

1 ..... 2.50
2A-2B covers: ACo/JPl, GFa 2.50
3 ..... 2.50
4A-4B covers: ACo, Hildebrandt Bros. 2.50
5A-5B covers: ACo, AAd 2.50

GEN-ACTIVE

DC COMICS/WILDSTORM (2000-CURRENT)

1 quarterly anthology series 4.00
2A-2B ships with 2 covers 4.00
3A-3B ships with 2 covers 4.00

GEN13

IMAGE/WILDSTORM (1995-1998)

see Deathmate Black for ❶: Gen13

-1 Amer. Ent. exclusive 8.00
1A-1B covers: Charge! & Thumbs Up by JCp & Alex Garner 5.00
1C-1F covers: AAd, SBi, "Grunge," "Madison Ave." 7.00
1G Lin-GEN-ra cover by M. Lopez ... 18.00
1H GEN-et Jackson cover by JPs ... 18.00
1I-1M covers: JCp & C. Gibson, "Dolled Up," Joe Dunn, "Pulp Fiction, " "Do-It-Yourself" 7.00
1N 3-D Edition (1998) 5.00
2A w/two cards 3.00
2B Newsstand Edition, no cards 2.00
3-11A 3.00
11B European Tour Holochrome 18.00
12 ..... 3.00
13A-13C JCp BCo specially priced 3-issue story (13A-13C) 1.50
14-24 ..... 2.50
25A-25B dbl-sz., covers: JCp or TCh ... 3.50
25C "Voyager Pack", including preview of Danger Girl #1 ..... 5.00
25D Chromium Edition 15.00
26A 2.50
26B cover: JMd 3.00
27-28A 2.50
28B cover: JMd 3.00
29-32 ..... 2.50
33 includes *Planetary* #0 ..... 4.00
34A 2.50
34B variant cover: JMd 4.00
35-36 ..... 2.50
ANNUAL 1 team in London 3.00
CHRISTMAS SPECIAL Amer Ent. edition 5.00

DC COMICS/WILDSTORM (1999-CURRENT)

37-40A 2.50
40B variant cover 4.00
41-49 ..... 2.50
50 dbl-sz 4.00
51-57 ..... 2.50
58 ..... 2.50
ANNUAL '99 ..... 3.50
ANNUAL 2000 "Devil's Night" X-Over ... 3.50

COLLECTORS PACKS

1st Ed. slipcased collection of all 13 covers, w/JLe signed chromium cover ed. 175.00
2nd Ed. slipcased collection of all 13 covers, w/JCp signed chromium cover ed. 150.00
3rd Ed. slipcased collection of all 13 covers, w/BCo signed chromium cover ed. 125.00
4th Ed. slipcased collection of all 13 covers, w/Alex Garner signed chromium cover ed. 100.00
JLe signed chromium cover 80.00
JCp signed chromium cover 80.00
BCo signed chromium cover 50.00
Alex Garner signed chromium cover ... 45.00

ONE-SHOTS

GEN 13 BIKINI PIN-UP SPECIAL 5.00
GEN 13: CARNY FOLK 3.50
GEN 13 COLLEGE YEARBOOK 2.50
GEN 13: A CHRISTMAS CAPER 6.00
GEN 13/MAXX 4.00
GEN 13: THE UNREAL WORLD 3.00
GEN 13: THE UNREAL WORLD ASHCAN signed & numbered (2,000) 10.00
GEN 13 3-D SPECIAL w/two new stories 5.00
LYNCH story from Lynch's past 2.50
SPECIAL EDITION-A-F Chromium cover comic, originally packaged with action figures, 6 covers 7.95

IMAGE/WILDSTORM/MARVEL

GEN 13/GENERATION X-A 3.00
GEN 13/GENERATION X-B cover: JCp 3.00
GEN 13/GENERATION X-C 3-D Edition 5.00
GEN 13/GENERATION X-D E.Dist. excl. 10.00

DC COMICS/WILDSTORM

GEN 13: GOING WEST 2.50
GEN 13: GRUNGE SAVES THE WORLD ... 6.00
GEN 13: WIRED 2.50

GEN13 BOOTLEG

IMAGE/WILDSTORM (1996-1998)

1-7 ..... 2.50
8-9 art: Adam Warren 3.00
10 ..... 4.00
11-21 ..... 2.50
ANNUAL 1 ..... 3.00

GEN13 MINI-SERIES

IMAGE/WILDSTORM (1994-CURRENT)

GEN13 (1st MINI-SERIES)

0 stories on individual heroes 5.00
½ Wizard mail-away 15.00
1A BCo/JCp JLe J: John Lynch ... 16.00
1B 2nd print 3.00
1C 3-D Edition 5.00
1D Amer. Ent. exclusive 5.00
2 BCo/JCp JLe J: Rainmaker 15.00
3-4 BCo/JCp JLe Pitt 6.00
5A final issue 6.00
5B variant cover by Portacio 10.00
ASHCAN 0 numbered inside front cover, B&W, mail in four coupons 18.00
ASHCAN 1 same story as #1, B&W ... 14.00
RAVE who's who book 3.00

GEN13 INTERACTIVE

1-3 ..... 2.50

GEN13: MAGICAL DRAMA QUEEN ROXY

1A AWa AWa Roxy gets anime'd 4.00
1B Dynamic Forces exclusive 7.00
1C Dynamic Forces exclusive foil cover 10.00
1D Anime art variant cover 7.00
2A-3A 4.00
2B-3B Anime art variant covers 7.00

GEN13: ORDINARY HEROES

1-2 AHu AHu 2.50

IMAGE/WILDSTORM/DARK HORSE (1998)

GEN13/MONKEYMAN & O'BRIEN

1A AAd AAd 2.50
1B Chromium Edition 15.00
1C Dynamic Forces exclusive cover ... 5.00
2 AAd AAd 2.50

GENERATION X

MARVEL (1994-CURRENT)

-1 (5/97) "Flashback" 2.25
½ San Diego giveaway 15.00
½ Wizard mail-away 10.00
½ Wizard Red Foil Edition 15.00
1 SLo CBc dbl-sz., ❶: Chamber 5.00
2A SLo CBc Penance, Deluxe Edition 3.00
2B Regular Edition 2.50
3A-4A SLo CBc Deluxe Editions 3.00
3B-4B Regular Editions 2.00

becomes Generation Next for four issues

5-24 ..... 2.50
25 dbl-sz. anniversary issue 3.00
26-49 ..... 2.50
50 dbl-sz 3.00
51-56 ..... 2.50
57 dbl-sz Anniversary issue 3.00
58-62 ..... 2.50
63 "Counter X" story by WEi 2.50
64-69 ..... 2.25
70 ..... 2.25
ASHCAN preview of new team 0.75
SPECIAL 6.00

ONE-SHOTS

COLLECTORS' PREVIEW (Oct. 94) ... 10.00
GENERATION X '95 J: Mondo 4.00
GENERATION X '96 Fenris 3.00
GENERATION X '97 ..... 3.00
GENERATION X/DRACULA '98 ..... 3.50
GENERATION X 1999 ..... 3.50
GENERATION X HOLIDAY SPECIAL ... 3.50
GENERATION X: UNDERGROUND 4.50
"WHITE QUEEN" PREVIEW pre-dates "Collectors' Preview" 10.00

MARVEL/IMAGE/WILDSTORM

GENERATION X/GEN13 ..... 4.00

GHOST RIDER

MARVEL (1973-1983)

see Marvel Spotlight #5 for ❶: Ghost Rider (Johnny Blaze)

1 GFh TSu Son of Satan 55.00
2 GFh JMo Satan 22.00
3-5 ..... 15.00
6-9 ..... 8.00
10 rep. Marvel Spotlight #5 ..... 6.00
11-80 ..... 3.50
81 ..... 5.00

VOLUME TWO (1990-1998)

-1 (5/97) "Flashback" story 2.00
1A HMa JSo ❶: Ghost Rider II, ❶: Dan Ketch, ❶: Deathwatch ... 4.00
1B 2nd print 2.00
2 HMa JSo ❶: Blackout 3.00
3-27 ..... 2.00
28 dbl-sz., polybagged 2.50
29-49 ..... 2.00
50A anniv. issue, foil cover 3.00
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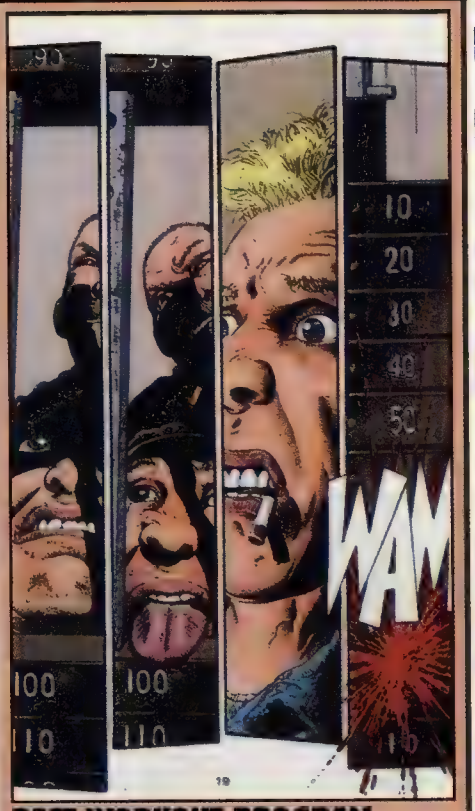

BEST WORKOUT PROGRAM
HELLBLAZER #148

Prison isn't for the weak. John Constantine gets by okay, but he makes the slight mistake of getting involved with Ray Stark, who's trying to find out who's been ratting him out to the obnoxious and anally fixated guard Kelly. When Stark learns it happens to be pal Weathers, he sets up a cute little scene in the prison gym. Weathers is forced to put his tongue down between a rack of weights on a machine, whereupon Stark lets loose a few hundred pounds, decimating the tender flesh. When are people gonna learn that biting a curb and sticking body parts in between weight plates just *isn't* going to end well?

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JSA #16

Sentinel is no pushover. As a point of fact, with the power of a Green Lantern, he's probably the JSA's heaviest hitter, and nothing short of an atomic bomb usually fazes this fella. All the more reason to mess one's pants when the Injustice Society comes up against him in this issue and promptly disposes of him with a single wooden shaft. Yes, a wooden shaft—wood being his one weakness. In one panel, he's down for the count. Turns out that the shaft came from Blackbriar Thorn, and it's a living entity. Still, it's a hunk of wood. What a way to get dissed. Bet the splinter jokes ain't gonna stop for a while.

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400A holo-grafx cover, vs. Leader 2.50
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418A PDa GFk M: Rick Jones & Marlo, Coll's Ed., wedding invite cover...2.50
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419 PDa RCr vs. Talos at wedding ...2.50
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see Fantastic Four #46 for O: Inhumans
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1B Dynamic Forces exclusive 10.00
2A 5.50
2B variant cover: GDa 6.50
3 ....4.00
4 ....3.00
5 app: New Black Widow 6.00
6-12 ....3.00

WEREADITFORYOU

IF YOU MISSED IT

Peter Parker: Spider-Man #23

Introducing possibly the worst supervillain in the last 10 years–Typeface! This goon is an old guy with letters and punctuation marks adorning his body, who steals a mugger's pants and somehow, he kicks Spidey's butt with a comma and Scrabble tiles. Yeesh! What's the deal, Frog-Man was unavailable? Someone pass the Whiteout; this is one typo we can't let slide!

VOLUME THREE (2000)
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THE UPZ AND DOWNZ OF THE WICKED CLOWNZ-A 7.00
THE UPZ AND DOWNZ OF THE WICKED CLOWNZ-B photo cover 10.00

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CHAOS! COMICS (1999-2000)
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1B "Masks" cover 5.00
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2-3 GMo PJi 4.00
4-22 GMo PJi 3.00
VOLUME THREE (1999-CURRENT)
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IRON FIST
MARVEL (1975-1977)
see Marvel Premiere #15 for ❶: Iron Fist
1 JBy vs. Iron Man 40.00
2-5 JBy 15.00
6 JBy D: Misty Knight 9.00
7 JBy 9.00
8 JBy O: Iron Fist 9.00
9-13 JBy 9.00
14 CCI JBy ❶: Sabretooth 125.00
15A JBy 2: Byrne on X-Men (9/77) 40.00
15B 35-cent cover price 60.00
MINI-SERIES (1996)
1-2 ....1.75
2nd MINI-SERIES (1998)
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MARVEL (2000)
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MARVEL (1968-1996)
see Tales of Suspense #39 for ❶: Iron Man
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7-13 AGo GTu 32.00
14 ❶: Night Phantom 25.00
15 AGo GTu Red Ghost 25.00
16 AGo GTu Unicorn 20.00
17 AGo GTu ❶: Midas, ❶: Madame Masque 20.00
18-20 AGo GTu 20.00
21-24 ....15.00
25-40 ....12.00
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42 GCy GTu ❶: Mikas 12.00
43 GCy GTu ❶: Kevin O'Brian as the Guardsman 15.00
44 GCy GTu ❶: Night Phantom ...10.00
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310B Regular Edition, unbagged, ...2.00
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MARVEL (2000)
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1C 2nd print 3.00
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3-4 ....2.50
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2 ....2.50

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JLA/WILDC.A.T.S GMo VSe 6.00

FUNNIESTOF2000

BEST SEX-ED QUESTION
POWERS #1

What a monumental occasion in comics. What a way for writer Brian Michael Bendis to use his work as platform for today's riveting social issues. Detective Walker is baby-sitting Bambi-eyed li'l cutie Calista at the station after her father is busted for waving a gun around. The precocious 6-year-old eyes Walker for a moment, then takes the opportunity to ask, "What's a clitoris?" Sayeth the shocked cop: "Uh, I don't know." Whether that means he just won't tell her or that he really doesn't know is left up to the reader. Funny stuff. Everyone knows it's obviously the space in between your toes.

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98 SLe JKi ❶&O: Cobra 100.00
99 ❶: Mr. Hyde 100.00
100 Mr. Hyde 100.00
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103 ❶: Enchantress, ❶: Executioner 75.00
104-106 ....75.00
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110-111 ....75.00
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71B Newsstand Edition, no outer cover 1.25
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100B different cover, no enhancement 3.00
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A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

ANNUALS
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5B 2nd print, silver 2.00
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JUSTICE LEAGUE INTERNATIONAL

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becomes Justice League America
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ANNUAL 3 JOm MMk 2.00
VOLUME TWO (1993-1994)
previously Justice League Europe
51-68 ..... 1.25
ANNUAL 4 ..... 2.00

JUSTICE LEAGUE OF AMERICA

DC COMICS (1960-1987)
see Brave & the Bold #28 for ❶: Justice League of America
1 GFo MSe ❶: Despero 3,500.00
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3 GFo MSe ❶: Kanjar Ro 625.00
4 GFo MSe J: Green Arrow 425.00
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6 GFo MSe ❶: Professor Amos Fortune, wheel of misfortune 275.00
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9 GFo MSe O retold: Justice League 400.00
10 GFo MSe ❶: Felix Faust 275.00
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23 GFo MSe ❶: Queen Bee 100.00
24 GFo MSe Adam Strange 100.00
25 GFo MSe ❶: Draad 100.00
26-28 GFo MSe 100.00
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30 GFo MSe JSA vs CSA 100.00
31 GFo MSe J: Hawkman 85.00
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93 68 Pg. Giant G-89, reps. #13,18 30.00
94 NAd/DOi 70.00

SCOURGE KILLS BARON ZEMO

THUNDERBOLTS #39

Scourge is not one to be taken lightly. Every inch of him seems ready-made for combat, and he picks a fight with Baron Zemo in this issue, confronting the ruthless tyrant in Zemo's own home. The confrontation picks up in the trophy room, and Scourge senses his adversary's emotional attachment to the things within. At one point, the Baron is tossed into a display case, shattering *Der Führer's* personal china setting! Finally, disturbed by the sight of a tattered Bucky costume, Scourge delivers a killing blow to Zemo, but not before the Baron recognizes his briefly unmasked killer. The plot thickens!

95-99 MFr DOi 22.00
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105 LWe DOi J: Elongated Man 8.00
106 LWe DOi O&J: Red Tornado 8.00
107 LWe DOi ❶: Black Condor, ❶: Phantom Lady, ❶: Uncle Sam, ❶: Doll Man, ❶: The Ray 15.00
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258 vs. Professor Ivo, D: Vibe 2.50
259 ..... 2.50
260 D: Steel II 2.50
261 JDe LMc Q: Vixen 5.00
ANNUALS
1 PLe RHo Dr. Destiny 5.00
2 Q: most members, new line-up, ❶: Gypsy, ❶: Vibe, ❶: Steel II 4.00
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KABUKI

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HARDCOVERS
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VOL. 2 ASp And Here My Troubles Began (1991) 20.00
SOFTCOVERS
A Survivor's Tale (1986) 8.95
VOL. 1 My Father Bleeds History ...20.00
VOL. 2 And Here My Troubles Began 14.00
RAW (1987)
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BEST OF 2000

JOHN CONSTANTINE DOES A BAD, BAD THING

HELLBLAZER #152-#154

This "Good Intentions" storyarc has plenty hellacious surprises in store for our man John Constantine. Arriving in Doglick, W. Va., John sets out to find the brothers of a man he was framed for murdering. They seem like good ol' boys, and in issue #152 John takes a ride with them out into the deep woods. They have hypodermic needles. And a video camera. Then in #154, John gets a videotape. He sees one of the good ol' boys wearing a leather dominator's mask and...a dog mouthing Constantine's crotch? Even a Vertigo book wouldn't show that, but it's sure implied, and the aforementioned dog, also watching the tape, licks his balls in affirmation.

MEDIEVAL SPAWN/ WITCHBLADE
IMAGE/TMP/TOP COW (1996)
see Spawn #9 for ❶: Medieval Spawn
1A GEn BPe NOTE: the Darkness bearer here is not Jackie Estacado 8.00
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1C Amer. Ent. excl., gold-foil logo ...10.00
1D Gold Edition 15.00
2-3 GEn BPe 4.00

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MEGATON PUBLISHING (1983-1987)
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2 ELa C: The Dragon 8.00
3A ELa ❶: Savage Dragon, 1st AMe comic work 12.00
3B Wizard Ace Edition 10.00
4 ELa 2: Savage Dragon 6.00
5-7 ....3.00
8 C: Youngblood (in preview) 15.00
ONE-SHOTS
MEGATON EXPLOSION
❶: Original Youngblood 20.00

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CROSSGEN COMICS (2000-CURRENT)
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HUMANOIDS PUBLISHING (1999-CURRENT)
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9 ....2.95

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IMAGE/TOP COW (2000-CURRENT)
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2 JSc GFk 2.50

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SLAVE LABOR GRAPHICS (1991-CURRENT)
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5B 4th print 2.75
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6B (666 #1) 2nd print 2.75
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IF YOU MISSED IT

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Ravenshadow, Poet and Chandra team up with an unlikely ally (The Holy) in their quest to save Chicago from the renegade Specials, led by Critical Maas. The renegades have enlisted the help of Cathy Jean, the chick who brings dead things back to life. Good thing too, since Poet appears to be dead in the last panel. Hope BlueCross/BlueShield covers that one.

2 MWo GPe ❶: Deathstroke the Terminator, ❶: Wintergreen, ❶: Grant Wilson as Ravager, D: Ravager, ❶: Trigon ...6.00
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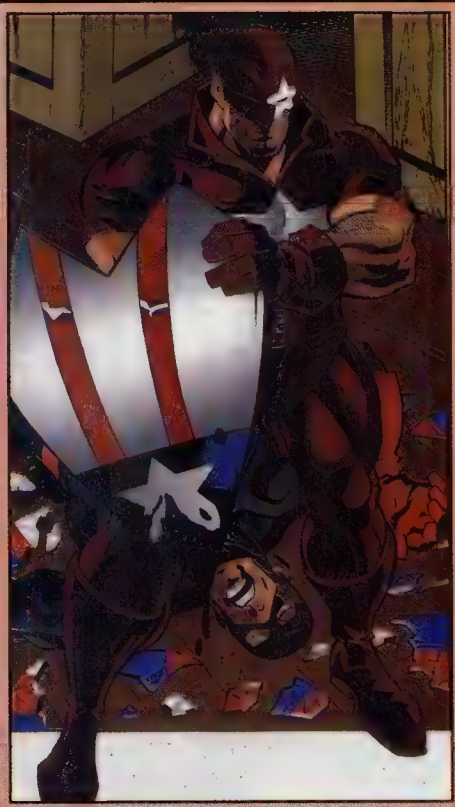
SOUL SAGA
IMAGE/TOP COW (2000-CURRENT)
1A 5.00

FUNNIESTOF2000



BEST WAY TO KILL A LAME CAPTAIN AMERICA KNOCK-OFF BY USING ANOTHER LAME ONE

CAPTAIN AMERICA (vol. 3) #33

U.S.Agent, we hardly wanted to know ye. After a long-winded tale about Cap and the Falcon infiltrating a suspicious Internet company, and having old man Cap dis the 'Net like it was some sort of misinformation center (yeah, right!), we're treated to new enhanced-human Protocide surprising U.S.Agent, beating the tar out of him, and then driving his pointy shield clear through the Agent's chest. Feeling refreshed after a good maiming, Protocide (so named for being a prototype user of the super-soldier serum) wanders off. Deeply satisfying. As we all know by now, one self-righteous Boy Scout is enough. More than. But U.S.Agent (barely, damn it!) survived.

1B JMd variant cover 5.00
1C *Wizard* Authentic ed., signed by SPt 25.00
1D MTu variant cover 5.00
1E A.U. exclusive variant cover 8.00
1F *Wizard* Authentic signed by SPt 25.00
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3-5 ....2.50

SPACE CIRCUS
DARK HORSE (2000)
1 MEv SAr mini-series 3.50
2-3 MEv SAr 3.00
4 MEv SAr 2.99

SPACEKNIGHTS
MARVEL (2000)
1-2 mini-series 3.00
3 ....2.99

SPAWN
IMAGE/TMP (1992-CURRENT)
1A TMc TMc ❶: Spawn, ❶: Malebolgia 14.00
1B B&W version 35.00
2 TMc TMc ❶: Violator 12.00
3 TMc TMc pieces of his origin 12.00
4A TMc TMc w/ Image #0 coupon, new powers 14.00
4B coupon cut out 2.50
5 TMc TMc 10.00
6 TMc TMc ❶: Overt-kill 6.00
7 1st work by Randy Queen 6.00
8 ....6.00
9 NGa TMc ❶: Medieval Spawn, ❶: Angela, w/JLe poster 7.00
10 DSi TMc Cerebus 5.00
11 FMi TMc GDa poster 5.00
12-15 TMc TMc 5.00
16 GMo GCp 5.00
17 GMo GCp ❶: Redeemer 5.00
18 GMo GCp scarce 10.00
19 Houdini (NOTE: #19 & #20 shipped after #25) 6.00
20 faces old foe 6.00
21 TMc TMc scarce 10.00
22-24 TMc TMc 3.00
25 Image X book, ❶:Tremor 5.00
26 ....4.00
27 ❶: The Curse 4.00
28-38 ....4.00
39 Christmas story 4.00
40 The Curse, ❶: Cy-Gor 4.00
41-49 ....4.00
50 dbl-sz., Spawn in Hell 4.00
51-55 ....4.00
56 Darkchylde preview 3.00
57-63 ....3.00
64-99 ....2.50
ANNUAL 1 ....5.00
CAPITAL CITY COLLECTION–A giveaway, reps. early issues, signed 200.00
CAPITAL CITY COLLECTION–B unsigned 35.00
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SPAWN FAN EDITION 3A Gold Edition 15.00
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SPAWN BIBLE VOL. II 5.00
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SPAWN/BATMAN: RED SCARE 5.00

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IMAGE/TMC (1999-CURRENT)
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5-9 ....2.25

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-1 (1997) "Flashback" tale, Flash Thompson's past 2.00
1 GCy SBu vs. Tarantula 30.00
2 ....12.00
3-26 ....5.00
27 BMa FMi O: Daredevil, 1st Frank Miller work on Daredevil 10.00
28 BMa FMi Daredevil, Carrion 8.00
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56 RSt JMo Jack-O-Lantern 5.00
57-59 ....4.00

BEST OF 2000

BATMAN TURNS TRAITOR TO JLA

JLA #44

The JLA's worst fears are coming true. Literally. They're near-powerless, victims of "protocols" that were tailor-made to defeat each one of them. Ra's Al Ghul has used the plans to precision, and his scheme of scrambling the written word is creating havoc across the globe. But the protocols weren't drummed up by Ghul: It was a certain know-it-all detective who created the contingency plans in case a JLA member ever went rogue. As a chunk of red Kryptonite turns Superman a nice petrified red, a despondent Batman cries out, "Superman—*I* did this to you!" Hope you're happy, you cold-hearted bastard.

60 RSt JMo O retold: Spidey, dbl-sz. 5.00
61-63 ....3.00
64 ❶: Cloak & Dagger 5.00
65-68 ....3.00
69-70 BMa EHa Cloak & Dagger 4.00
71-74 ....3.00
75 dbl-sz. 4.00
76-82 ....3.00
83 BMa GLa trial of the Punisher 5.00
84 ....3.00
85 Hobgoblin (Ned Leeds) 7.00
86-89 ....3.00
90 AMi AMi ❶: Black Costume in Spectacular Spider-Man 3.00
91-99 ....3.00
100 Kingpin 5.00
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103 1st comic work by Peter David 2.50
104-106 ....2.50
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116 PDa RBu Sabretooth 4.00
117-118 ....2.50
119 PDa RBu Sabretooth 4.00
120-130 ....2.50
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132 JDm MZe pt. 6, vs. Vermin 5.00
133-146 ....2.50
147 GCy SBu "Inferno" X-over, ❶: Demonic Hobgoblin 8.00
148 GCy SBu "Inferno" X-over 2.50
149 GCy SBu Secret of the Clone 3.00
150-157 ....2.50
158 ❶: Cosmic Spider-Man 5.00
159 GCy SBu "Acts of Vengeance" X-over 5.00
160 GCy SBu 3.00
161 ....2.50
162-163 GCy SBu Hobgoblin 2.50
164-188 ....2.50
189 JDm SBu Hologram Edition 4.00
189 2nd print, Gold Edition 3.00
190-194 ....2.50
195A-195B deluxe or regular edition 2.50
196-199 ....2.50
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213A metallic ink cover, 16-page book 3.00
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217A TDe SBu "Power and Responsibility" X-over pt. 4, bonus feature & two foil-stamped covers 3.00
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218 TDe SBu 2.50
219A TDe SBu Deluxe edition 2.50
219B reg. edition 2.00
220 TDe SBu dbl-sz. 2.50
221 TDe SBu "Web of Life" X-over pt. 4, "death" of Doctor Octopus 2.50
222 "Price of Truth" X-over pt. 1 ....2.50
223A TDe SBu dbl-sz., "Aftershocks" X-over pt. 2, multi-level enhanced cover 3.00
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225A TDe SBu dbl-sz. anniv. issue, new Green Goblin! 3-D holodisk cover 4.00
225B Regular Edition 3.00
226 TDe SBu Peter's trial concludes, Ben revealed to be real Spidey! 2.50
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228 TDe SBu "Timebomb" X-over pt. 1 2.50
229A TDe SBu "Responsibility" X-over pt. 3, Q: Peter as Spidey, acetate cover. . 4.00
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230-240A 2.50
240B variant cover 3.00
241-249 ....2.50
250 dbl-sz. 3.25
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255B variant cover 3.00
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11-14 ....3.00

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2 SLe JRo Green Goblin 70.00

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21-24 ....2.25
25 ....3.00
26 ....2.25
27 ....2.25
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1A TMc TMc "Torment" pt. 1, black cover 3.00
1B black cover, bagged 10.00
1C green cover 2.00
1D green cover, w/UPC, bagged 4.00
1E green cover, no UPC, bagged 4.00
1F green cover w/UPC 2.00
1G Platinum Edition 150.00
1H 2nd print, Gold Edition 2.50
1I 2nd print, Gold Edition w/UPC 175.00
1J Ent. Dist excl. Chrome cover 20.00
1K Silver cover, bagged 15.00
1L Silver cover, unbagged 5.00
2 TMc TMc pt. 2, Lizard,Calypso 3.00
3-5 TMc TMc pt. 3-5 ....2.50
6-7 TMc TMc Ghost Rider, Hobgoblin 3.00
8-12 TMc TMc Wolverine 2.50
13-14 TMc TMc "Sub City" pts. 1-2 . . 2.50
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57A HMa TLy dbl-sz., "Aftershocks" pt. 1, multi-level enhanced cover 3.00
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MARVEL/IMAGE/WILDSTORM
SPIDER-MAN/GEN 13 PDa Slm 5.00
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1A HMa JRj dbl-sz; ❶: The Ranger 3.00
1B Dynamic Forces exclusive cover 7.00
1C "Sunburst" variant 10.00
2A 2.50
2B variant cover: Arthur Suydam 2.50
3-8 ....2.50
9 Venom returns 2.50
10-11 ....2.50
12 dbl-sz 3.00
13-17 ....2.50
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20 ....3.00
21-23 ....2.25
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ANNUALS
SPIDER-MAN 1999 ....3.50
SPIDER-MAN 2000 ....3.50

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MARVEL (1981)
1 TV show adaptation, ❶: Firestar (outside regular Marvel Universe), Iceman. . 12.00

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1-6 MLc AWm 1.75
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1A JBy JBy new retelling of Spidey's origin 2.50
1B Dynamic Forces exclusive, Spidey and Sandman cover by JAl 7.00

WE READ IT FOR YOU

IF YOU MISSED IT

Thor #29

New penciler Andy Kubert jumps on board with solid results this ish. Hogun's life hangs in the balance after the Wrecking Crew kicked his butt and stole his Asgardian power. Thor is understandably pissed, and commences destroying those four goons in quick fashion. Meanwhile, something cold and evil is brewing in Asgard, thanks to the evil elf, Malekith. Oooo…evil elves are the *worst* kind!

1C Dynamic Forces exclusive, Vulture, Ock, Mysterio,Kraven & Electro cover by JAi 7.00
1D Ent. Dist. Gold Foil cover 5.00
2A-2B JBy JBy two regular covers ...2.50
3-11 JBy JBy 2.50
12 JBy JBy dbl-sz 3.50

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1-3 aftermath of Capt. Stacy's death 3.00

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0 SGr SKo keepsake edition for X-over w/comic strip 1.25
1-3 SGr SKo X-over 1.75

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1-4 GWr DRb 2.00

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PART 1 TLy SMs mob sends Punisher to kill Spider-Man 3.00
PART 2 TLy JBe Tombstone 3.00

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MARVEL (1978-1983)
1 O: Spider-Woman (Jessica Drew) ...6.00
2-12 ....3.00
13-36 ....2.50
37 C: X-Men, ❶: Siryn 6.00
38 X-Men 6.00
39-49 ....2.50
50 "death" of Spider-Woman, dbl-sz. 5.00

MINI-SERIES (1993-1994)
1-4 ....1.75

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1A JBy BSe the new Spider-Woman...3.00
1B Marvel Authentix sketch cover ...40.00
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1B 35-cent cover w/UPC code 600.00
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2B-4B reps. 3.00
5-6 pts. 5-6 ....20.00
7-38 ....8.00
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100-106 ....10.00
107 WPo final issue 70.00

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1-SHOT WHEN THE FAT LADY SWINGS 4.00

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DARK HORSE
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1-SHOT-B AURRA SING Dynamic Forces excl. , gold foil cover10.00
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1B Platinum edition 18.00
1C Gold edition 10.00
1D 2nd print 4.00
1E Wizard Ace Edition, rep. #1 ....12.00
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3A TVe CKe 6.00
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1B photo cover 4.00
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2-6 ....2.50
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1 deputized droids must arrest fugitive 3.00
2-9 ....2.50
EMPIRE'S END
1-2 ....3.00

FUNNIESTOF2000

BEST CAMEO BY A PLANET

GREEN LANTERN/ALIENS #1

Back in the day when Hal Jordan was still eating solid foods, he and the Corps went on a mission to investigate some cosmic disturbance. On a remote planet, they come across those nasty, drooling Aliens. Instead of wiping them out, all-heart Jordan decides to simply move them to the living planet Mogo, where they won't bother anyone. Cue snickering. But check it out—Mogo sports the familiar GL ring around itself. Though quiet, immobile and virtually worthless, Mogo is actually a member of the Corps. Kudos to the jeweler who measured for that one

HEIR TO THE EMPIRE
1-6 mini-series based on novel 3.00
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1-4 ....3.00
JEDI COUNCIL: ACTS OF WAR
1A 3.00
1B D. Forces excl. foil cover 10.00
2-4 ....3.00
THE LAST COMMAND
1-6 ....3.00
MARA JADE--BY THE EMPEROR'S HAND
1 ....5.00
2-6 ....4.00
RIVER OF CHAOS
1 LSi JBr 3.00
2-4 LSi JBr 2.50
SHADOWS OF THE EMPIRE
1-6 JWa KPl mini-series covering the period between "Empire" & "Jedi" movies. .3.00
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1-5 ....3.00
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1-3 TAu CSp adapts novel 2.50
4 final issue 3.00
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1-4 movie adaptation, manga style ...10.00
STAR WARS: EPISODE I--THE PHANTOM MENACE--MANGA
1-2 movie adaptation, manga style ...10..00
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1-4 movie adaptation, manga style ...10.00
STAR WARS: RETURN OF THE JEDI--MANGA
1-4 movie adaptation, manga style ...10.00
TALES OF THE JEDI
1 ....6.00
2-3 ....5.00
4-5 ....3.00
TALES OF THE JEDI--DARK LORDS OF THE SITH: BOOK ONE
1 bagged w/card 3.00
2-6 ....2.50
TALES OF THE JEDI--THE FALL OF THE SITH EMPIRE
1A 3.00
1B Wizard Authentic exclusive, signed by writer Kevin Anderson 20.00
1C Ent. Dist. exclusive cover 10.00
2-5 ....3.00
TALES OF THE JEDI--THE FREEDON NADD UPRISING
1-2 young Jedi on planet Onderon ...2.50
TALES OF THE JEDI--THE GOLDEN AGE OF THE SITH
0 (7/96) prelude to mini-series 1.00
1-5 ....3.00
TALES OF THE JEDI--REDEMPTION
1-5 ....3.00
TALES OF THE JEDI--THE SITH WAR
1-6 ....2.50
UNION
1A Luke gets hitched 5.00
1B D. Forces excl. gold foil cover....10.00
2-3 ....4.00
4A 3.50
4B D. Forces excl. cover 10.00
VADER'S QUEST
1A 3.00
1B Dynamic Forces Gold Foil cover ...10.00
2-4 ....3.00

STAR WARS ONE-SHOTS
DARK HORSE (1996-CURRENT)
THE JABBA TAPE 3.00
SHADOW STALKER 3.00
STAR WARS: EPISODE I--ANAKIN SKYWALKER--A regular or photo covers 3.00
STAR WARS: EPISODE I--ANAKIN SKYWALKER--B D. Forces foil cover10.00
STAR WARS: EPISODE I--OBI-WAN KENOBI--A regular or photo covers 3.00
STAR WARS: EPISODE I--OBI-WAN KENOBI--B D. Forces glow-in-the-dark cover 10.00
STAR WARS: EPISODE I--QUEEN AMIDALA--A 3.00
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STAR WARS: EPISODE I--QUI-GON JINN--A 3.00
STAR WARS: EPISODE I--QUI-GON JINN--B Dynamic Forces excl. foil cover 10.00
TALES FROM MOS EISLEY stories from Topps' Star Wars Galaxy magazine ...3.00
THE PROTOCOL OFFENSIVE Droids story co-written by Anthony Daniels (C3PO) 5.00

STAR WARS TALES
DARK HORSE (1999-CURRENT)
1 quarterly series 5.50
2-4 ....5.00
5 ....6.00

STAR WARS: X-WING ROGUE SQUADRON
DARK HORSE (1995-1998)
1/2A Wizard mail-away 10.00
1/2B Platinum Edition 15.00
1/2C Movie Edition ("Empire Strikes Back" First Day Presentation) 20.00
1 Wedge Antilles leads rebel pilot team 4.00
2-20 ....3.00
21-24 ....3.00
25 dbl-sz 4.00
26-35 ....3.00
Cereal Giveaway Special 5.00
STAR WARS HANDBOOK: X-WING ROGUE SQUADRON 3.00

STARMAN

DC COMICS (1994-CURRENT)
0 JRb THa ❶: Nash, D: David Knight (Starman) 6.00
1 "Sins of the Father" pt. 2 ....10.00
2 pt. 3 ....8.00
3 pt. 4, D: Mist's son at Jack's hand ...6.00
4-9 ....5.00
10-18 ....4.00
19 -34 ....3.00
35-37 ....2.50
38 ❶: Jack's son, D: Blue Devil, D: Crimson Fox, D: Amazing Man II...2.50
39-49 ....2.50
50 dbl-sz 4.00
51-71 ....2.50
72 ....2.50
1,000,000 "One Million" X-over story 2.50
ANNUAL 1 ....3.50
ANNUAL 2 "Pulp Heroes" story 4.00

ONE-SHOTS
STARMAN 80-PAGE GIANT 5.00
STARMAN: SECRET FILES 5.00
STARMAN: THE MIST 2.00

STEAMPUNK

DC COMICS/WILDSTORM (2000-CURRENT)
1-6 ....2.50
CATECHISM--A (1999) 1-Shot 2.50
CATECHISM--B chromium cover 8.00
STEAMPUNK 1999 (a.k.a. Steampunk Idiosincratica) San Diego Con 11.00

STEVEN HUGHES TRIBUTE BOOK
CHAOS! COMICS (2000)
1A 7.00
1B Premium Edition 14.00

STORMWATCH

IMAGE/WILDSTORM (1993-1997)
0 O: Stormwatch, bagged w/card ...2.50
1 ❶: StormWatch, ❶: Battalion, ❶: Hellstrike, ❶: Fuji, ❶: Winter, ❶: Synergy, ❶: Weather Man One, ❶: Malcolm (becomes Strafe) 2.00
2 ❶: Strafe, ❶: Cannon, ❶:Fahrenheit2.00
3 ❶: Backlash 2.00
4-6 ....2.00
7 ....2.50
8 ❶: Rainmaker 2.50
9 ....2.50
10 ....2.00
10A WPo cover 5.00
11-16 ....2.00
17 ....2.50
18-20 ....2.00
21 mis-numbered #1 ....2.50
22 "WildStorm Rising" X-over w/cards 2.50
22A Newsstand Edition, no cards 2.00
23-24 RMz RAr 2.50
25 "images of Tomorrow" book (shipped after #9) 2.50
26-36 ....2.50
37 dbl-sz. written by WEi 5.00
38-43 written by WEi 3.50
44 ....4.00
45-49 written by WEi 3.50
50 dbl-sz. written by WEi 5.00
ASHCAN 1 ....5.00
SOURCEBOOK secret classified info...2.50
YEARBOOK 1 ....3.50

VOLUME TWO (1997-1998)
1 ....4.00
1A "Voyager Pack", including preview

of GEN 13 #25, sketches & more 4.00
2-11 ....4.00
TPB CHANGE OR DIE reprints 14.95
TPB A FINER WORLD 14.95

DC COMICS/WILDSTORM (1999-CURRENT)

TPB FORCE OF NATURE 14.95

STRANGE TALES

MARVEL (1951-1964)

1 ....2,500.00
2 ....800.00
3-4 ....600.00
5-6 ....550.00
7-10 ....460.00
11-12 ....375.00
13-24 ....275.00
25-34 ....220.00
35 1st Code-approved issue 180.00
36-50 ....165.00
51-66 ....155.00
67-78 art: Steve Ditko & Jack Kirby 160.00
79 art: SDi & JKi, Dr. Strange prototype 200.00
80 art: SDi & JKi 150.00
81-82 art: SDi & JKi 13500
83 art: SDi & JKi, ❶:Grogg 145.00
84 art: SDi & JKi, Magneto prototype 180.00
85-88 art: SDi & JKi 130.00
89 art: SDi & JKi, ❶: Fin Fang Foom 410.00
90-92 art: SDi & JKi 130.00
93 1st 12-cent issue 125.00
94 Thing prototype 140.00
95-96 ....125.00
97 Aunt May/Uncle Ben prototype 350.00
98-100 ....125.00
101 B: Human Torch 850.00
102 ....275.00
103 JKi 210.00
104 JKi ❶: Paste-Pot Pete 220.00
105 ....210.00
106 ....150.00
107 Human Torch vs Namor 200.00
108-109 ....150.00
110 ❶: Dr Strange, ❶: Ancient One, ❶: Nightmare 1,200.00
111 Dr Strange, ❶: Baron Mordo 350.00
112-113 ....120.00
114 B: Dr. Strange series 350.00
115 O: Dr. Strange 500.00
116 1st Thing X-over 100.00
117 Eel 70.00
118-119 ....90.00
120 1st X-Men X-over 90.00
121-122 ....45.00
123 ❶: Beetle (becomes Mach-1 of the Thunderbolts 45.00
124 ....45.00
125 ....40.00
126 ❶: Clea, ❶: Dormammu 50.00
127-129 ....40.00
130 Beatles 45.00
131-134 ....35.00
135 ❶&O: S.H.I.E.L.D. 90.00
136 JKi 30.00
137 Mr. Fantastic 35.00
138-140 JKi 30.00
141 JKi ❶: Mentallo, ❶: Fixer (becomes Techno of the Thunderbolts) 30.00
142-145 JKi Fixer 30.00
146 JKi ❶: AIM, Eternity 30.00
147 JKi AIM vs. SHIELD 30.00
148 O: Ancient One 40.00
149-150 JKi 25.00
151 Steranko's 1st Marvel work 50.00
152-156 JSt 25.00
157 JSt ❶: Living Tribunal 30.00
158-166 ....25.00
167 JSt classic cover 40.00
168 ....25.00
169 (1973) ❶: Brother Voodoo 8.00
170-177 ....5.00
178 ❶: Magus, O: Adam Warlock 15.00
179-181 Warlock & Pip 8.00
182-188 reps. 3.50

ANNUALS

1 ....445.00
2 1st Spider-Man X-over (pre-dates Amazing Spider-Man #5) 485.00

VOLUME TWO (1987-1988)

1-19 ....1.25

VOLUME THREE (1998)

1 horror anthology series 5.00
2A-2B two regular covers 5.00

ONE-SHOTS

STRANGE TALES: DARK CORNERS 4.00

STRANGERS IN PARADISE

ANTARCTIC PRESS (1993-1994)

NOTE: All Gold Logo Editions of this series are reprints and are $2.75 each.

1A story & art: TMr ❶: Katchoo 70.00
1B 2nd print 15.00
1C 3rd print (4/94) 6.00
1D Wizard Ace Edition, reps. #1 ....25.00
2 ....50.00
3 ....35.00

ABSTRACT STUDIO (1994-1996)

VOLUME TWO

NOTE: All Gold Logo Editions of this series are reprints and are $2.75 each.

1A 17.00
1B Amer. Ent. Exclusive 5.00
1C Amer. Ent. Limited Edition 5.00
2 ....10.00
3 ....8.00
4-5 ....5.00
6-13 ....4.00
MOLLY & POO SPECIAL 5.50

IMAGE/KOMAGE (1996-1997)

VOLUME THREE

1A 3.00
1B Amer. Ent. exclusive 8.00
1C Jim Lee variant cover 12.00
2-8 ....3.00

ABSTRACT STUDIO (1997-CURRENT)

9-10 ....3.00
11-13 ....2.75
14 Molly and Poo 4.50
15 ....2.75
16A Francine/Katchoo cover 24.00
16B Tambi cover 25.00
17-35 ....2.75
93298 collects all the original poetry and songs featured over the years 2.75
TERRY MOORE'S PARADISE, TOO! 1-Shot; reprints artist's early work 2.75

STRAY BULLETS

EL CAPITÁN (1995-CURRENT)

NOTE: All unlisted printings are $2.95.

1A DLp DLp 15.00
1B DLp DLp 2nd print 4.00
2-4 DLp DLp 6.00
5-6 DLp DLp 3.00
7-13 DLp DLp 3.00
14 DLp DLp 3.50
15-21 DLp DLp 3.00
22 DLp DLp 3.50
HC Vol.1 reps. #1-7, w/extra stuff 29.95
HC Vol.2 reps. #8-14 ....34.95

ONE-SHOTS

AMY RACECAR SPECIAL 3.00

SUPERBOY

DC COMICS (1949-1979)

SILVER AGE & UP

68 ❶&O: Bizarro (10-11/58) 500.00
69-75 ....80.00
76 ❶: Super Monkey 80.00
77 Krypto 75.00
78 O: Superboy's costume 135.00
79 ....75.00
80 Superboy & Supergirl meet for 1st time 125.00
81 ....65.00
82 ❶: Bizarro Krypto 75.00
83-85 ....65.00
86 ❶: Pete Ross, app: Legion 125.00
87-88 ....65.00
89 ❶: Mon-El 225.00
90-93 ....65.00
94-97 ....40.00
98 ❶&O: Ultra Boy 65.00
99 loses costume 40.00
100 anniv. issue 175.00
101-120 ....30.00
121-123 ....30.00
124 ❶: Insect Queen 30.00
125-128 ....28.00
129 80 Page Giant #G-22 ....35.00
130-144 ....15.00
145-146 ....12.00
147 80 Page Giant #G-47 ....25.00
148-155 ....12.00
156 80 Page Giant #G-59 ....16.00
157-164 ....10.00
165 80 Page Giant #G-71 ....16.00
166-173 ....10.00
174 80 Page Giant #G-83 ....16.00
175-176 ....10.00
177-184 ....10.00
185 100 page 26.00
186-196 ....6.00
becomes Superboy and the L.O.S.H.
ANNUAL 1 ....160.00

VOLUME TWO (1990-1991)

1 inspired by TV show 3.00
2A 1.00
2B photo cover 2.50
3-6 ....1.00
7 written by MWd 2.50
8-14 ....1.00
becomes Adventures of Superboy
SPECIAL 1 Lana Lang, inspired by TV 1.25

VOLUME THREE (1994-CURRENT)

0 (8/94) KKe TGr story of Superboy's escape from Cadmus, vs. Sidearm 2.50
1 KKe TGr 3.00
2-24 ....2.50
25 KKe TGr dbl-sz., "Lasin' It" pt. 1 ....3.00
26-49 ....2.50
50 Superboy...the Last Boy on Earth 2.50
51-64 ....2.50
65 guest-starring Young Justice, the Teen Titans and more 2.50
66-73 ....2.50
74 "Sins of Youth" tie-in 2.50
75-76 ....2.50
77-80 ....2.25
81 ....2.25
1,000,000 "One Million" X-over story 2.50

ANNUALS

1 Elseworlds tale 3.00
2 "Year One" story 4.00
3 "Legends of the Dead Earth" story 3.00
4 "Pulp Heroes" story 4.00

ONE-SHOTS

SUPERBOY PLUS ASm RMz 3.00
SUPERBOY PLUS 2 w/Scare Tactics 3.00
SUPERBOY/RISK DOUBLE-SHOT 2.00

SUPERBOY AND THE LEGION OF SUPER-HEROES

DC COMICS (1973-1979)

previously Superboy

197 ....12.00
198-199 ....8.00
200 M: Bouncing Boy & Duo Damsel 10.00
201 ....8.00
202 100 pages 30.00
203 O: Invisible Kid 8.00
204 ....6.00
205 100 pages 30.00
206-210 ....6.00
211-227 ....3.00
228 O: Chemical King 3.00
229-230 ....3.00
231-239 Giant-size 5.00
240 Giant-size; O: Dawnstar 5.00
241-245 Giant-size 5.00
246-249 ....3.00
250-251 O: Legion HQ 3.00
252 ....3.00
253 ❶: League of Super-Assassins, ❶: Blok 3.00
254-258 ....3.00
becomes Legion of Super-Heroes

SUPERGIRL

DC COMICS (1972)

1 ....22.00
2-10 ....10.00

MINI-SERIES (1994)

1 RSt JBr 4.00
2-4 ....3.00
ANNUAL 1 ....3.00

VOLUME TWO (1996-CURRENT)

1A PDa GFk Supergirl merges with a dying Linda Danvers, ❶: Buzz 7.50
1B 2nd print 2.00
2 PDa GFk PDa Chakat 5.00
3 PDa GFk "Final Night" X-over 4.00
4 PDa GFk 3.00
5-9 PDa GFk 2.50
10-46 written by PDa 2.50
47-49 written by PDa 2.25
50 dbl-sz, written by PDa 4.00
51 ....2.25
1,000,000 "One Million" X-over story 2.50
ANNUAL 2 "Pulp Heroes" story 4.00

ONE-SHOTS

SUPERGIRL PLUS w/ Mary Marvel 3.00
SUPERGIRL/PRYSM 2.00

SUPERMAN

DC COMICS (1939-1986)

SILVER AGE & UP

96 1st Code-approved issue 350.00
97-99 ....280.00
100 ....1,600.00
101-110 ....270.00
111-120 ....225.00
121-122 ....185.00
123 Supergirl try-out 225.00
124-126 ....185.00
127 ❶&O: Titano 185.00
128 vs the Futuremen 185.00
129 ❶: Lori Lemaris 185.00
130 ....185.00
131 ....140.00
132 Batman, Robin 150.00
133-139 ....145.00
140 ❶: Bizarro Jr. 150.00
141-145 ....115.00
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147 ❶: Adult Legion 115.00
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149 Legion 115.00
150-156 ....60.00
157 Gold Kryptonite 65.00
158 ❶: Flamebird,Nightwing 65.00
159-160 ....60.00
161 O: The Kents 60.00
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168-180 ....45.00
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183 80 Pg. Giant #G-18 ....50.00
184-186 ....40.00
187 80 Pg. Giant #G-23 ....50.00
188-192 ....40.00
193 80 Pg. Giant #G-31 ....50.00
194-196 ....40.00
197 80 Pg. Giant #G-36, Clark Kent issue 50.00
198 Supreme Brain 40.00
199 Superman vs. The Flash 200.00
200 Super-Brother vs. Brother 35.00
201 Clark abandons Superman 25.00
202 80 Pg. Giant #G-42, Bizarro 35.00
203-206 ....25.00
207 30th Anniv., 80 Pg. Giant #G-48 35.00
208-211 ....25.00
212 80 Pg. Giant #G-54 ....32.00
213-216 ....25.00
217 80 Pg. Giant #G-60 ....35.00
218-221 ....20.00
222 80 Pg. Giant #G-66 ....35.00
223-226 ....25.00
227 80 Pg. Giant #G-72 ....35.00
228-231 ....25.00
232 80 Pg. Giant #G-78 ....35.00
233-238 ....18.00
239 80 Pg. Giant #G-84 Superman's greatest battles 32.00
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241-244 ....10.00
245 100-page issue 25.00
246 ❶: S.T.A.R. Labs 8.00
247-248 ....8.00
249 NAd ❶: Terra-Man 12.00
250-251 ....5.00
252 100-page issue 25.00
253 DOn CSw 8.00
254 DOn CSw Clark's private life 10.00
255-271 ....4.00
272 100-page issue 25.00
273-277 ....3.00
278 100-page issue 25.00
279-283 ....3.00
284 100-page issue 25.00
285-291 ....3.00
292 O: Lex Luthor 3.00
293-299 ....3.00
300 CBa CSw Superman 2001 ....15.00
301-399 ....2.50
400 anniv. issue, JBy, FMi, MRo, HCh, JKi, BBo, JSe, WSi, BSi 4.00
401-422 ....2.50
423 AMo CSw "Last" story, pt. 1 ....8.00
becomes Adventures of Superman

ANNUALS

1 (1960) 500.00
2 ....275.00
3 (1961) 200.00
4 ....150.00
5 ....100.00
6 ....75.00
7 ....55.00
8 ....45.00
9-10 ....5.00
11 written by AMo 15.00
12 ....3.00

ONE-SHOTS

SUPERMAN VS. SPIDER-MAN treasury-sz. 50.00

SPECIALS

1 (1983) 8.50
2-3 ....3.00

VOLUME TWO (1987-CURRENT)

0 (8/94) DJu/BBd "Peer Pressure" X-over pt. 2 ....3.50
1 JBy JBy ❶&O: modern Metallo 5.00
2 JBy JBy ID revealed 3.00
3 JBy JBy "Legends" X-over 2.50
4-6 JBy JBy 2.50

BEST OF 2000

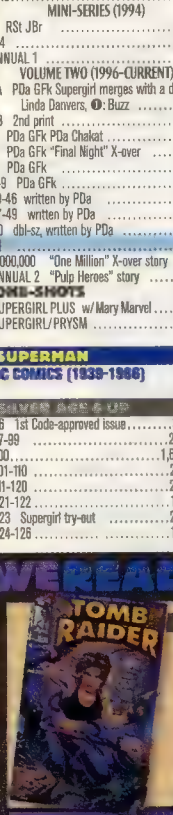
THE REAL PUNISHER RETURNS

PUNISHER (vol. 4) #1

After suffering through a bunch of hokey supernatural nonsense, Punisher fans were despondent and without hope. Good thing Garth Ennis and Steve Dillon rode into town. Their take on Frank Castle was back to basics: He's mortal, violent, and not without a sense of humor when it comes to the wholesale slaughter of New York's finest sleaze. Staying in a fleabag apartment complex where he goes by "John Smith," Castle starts a war with the Gnucci crime family and ends his new debut by throwing one of 'em off the Empire State Building. Now that's vigilantism done right!

WE READ IT FOR YOU

IF YOU MISSED IT



Tomb Raider #8

Lara and her new assistant Madeline are on the run from the Midnight Squires, a secret society who're after the Eye of Shaherettin, an ancient powerful artifact that grants people a look into the future. Lots of shooting and running ensue, but at the end of this tale, the Squires have Lara–and the Eye–right in their gunsights. Time to hit the reset button!

7 JBy JBy ❶: Rampage 2.50
8 JBy JBy vs. Legion 2.50
9 JBy JBy Joker 4.00
10-11 JBy JBy 2.50
12 JBy JBy O: Lori Lemaris 3.00
13-22 .....2.50
23 RSt MMi O: Silver Banshee 2.50
24-40 .....2.50
41 JOr JOr Lobo 3.00
42-49 .....2.50
50A JOr JBy Lois & Clark engaged ...5.00
50B 2nd print 1.50
51-52 .....2.50
53A JOr JOr Lois learns Clark's I.D. 2.50
53B 2nd print 2.50
54-59 .....2.50
60 ❶: Agent Liberty 3.25
61-65 .....2.50
66 "Panic in the Sky" X-over 5.00
67-72 .....2.50
73 DJu DJu Doomsday 5.00
74 DJu DJu Doomsday 8.00
75A "death" of Superman, Direct, black bag 16.00
75B Platinum Edition 50.00
75C Newsstand Edition.....5.00
75D Newsstand, 2nd print 2.00
75E-75F Newsstand, 3rd-4th prints ...1.50
76 DJu DJu "Funeral for Friend" X-over 3.00
77 DJu DJu "Funeral for Friend" ...2.50
78A DJu "Reign of the Supermen" pt. 3, Collector's Edition 2.50
78B Newsstand Edition 2.50
79 DJu pt. 7 .....3.00
80 DJu pt. 11 .....2.50
81 DJu pt. 15 .....2.50
82 DJu pt. 20, IR: true Superman, Collector's Edition, chromium cover 5.50
82 Newsstand Edition 4.00
83-99 .....2.50
100A DJu dbl-sz, holographic foil-enhanced cover 4.50
100B alternate, non-enhanced cover ...3.00
101-122 .....2.50
123A Supes dons new costume, glow-in-the-dark cover 5.00
123B non-enhanced variant cover ...3.00
124-134 .....2.50
135 Supermen Blue & Red exhaust energy, fuse back into one being 2.50
136 .....2.50
137 the JLA of 2999 AD 2.50
138-141 .....2.50
142 Supes abandons Clark Kent ID ...2.50
143-149 .....2.50
150A dbl-sz, holo-foil cover 4.50
150B variant, non-enhanced cover ...3.00
151 .....3.00
152-158 .....2.50
159 .....2.25
160 "Superman: Arkham" X-over, pt.1 2.25
161-162.....2.25
163 .....2.25
1,000,000 "One Million" X-over story 2.00

ANNUALS
1 JBy RFr ❶: Titano 4.00
2 RSt RFr vs. Guardian 4.00
3A DAb DJu "Armageddon 2001" X-over5.00
3B 2nd print 2.00
4-6 .....3.00
7 Dr. Occult 4.00
8 "Legends of the Dead Earth" story 3.00
9 "Pulp Heroes" story 4.00
10 "Ghosts" story 3.00
11 "JLApe: Gorilla Warfare" 3.00
12 "Planet DC" 3.50

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SUPERMAN: THE SUNDAY CLASSICS slipcase, reps. newspaper strips 60.00

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SUPERMAN: DISTANT FIRES Elseworlds 6.00
SUPERMAN 80-PAGE GIANT 5.00
SUPERMAN 80-PAGE GIANT 2 .....5.00
SUPERMAN 80-PAGE GIANT 3 .....5.95
SUPERMAN: EMPEROR???????? 3.50
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SUPERMAN FOREVER-B standard cover edition 5.00
SUPERMAN, INC. Elseworlds tale; Supes sells out! 7.00
SUPERMAN: KING OF THE WORLD-A foil-enhanced cover 5.00
SUPERMAN: KING OF THE WORLD-B regular cover 4.00
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SUPERMAN PLUS w/Legion of S-H ...3.00
SUPERMAN RED/SUPERMAN BLUE-A w/3-D glasses & 3-D comic rep. ...5.00
SUPERMAN RED/SUPERMAN BLUE-B Regular Edition, unbagged, no inserts 4.00
SUPERMAN: SAVE THE PLANET-A The Daily Planet ceases publication; Collector's Edition with acetate cover 4.00
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SUPERMAN: SECRET FILES 2 .....5.00
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SUPERMAN'S METROPOLIS Elseworlds tale inspired by classic film "Metropolis" 6.00
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SUPERMEN OF AMERICA-A cardstock gatefold cover 5.00
SUPERMEN OF AMERICA-B reg. cover 4.00
TEAM SUPERMAN 3.00
TEAM SUPERMAN: SECRET FILES.....5.00

DC COMICS/IMAGE
SUPERMAN & SAVAGE DRAGON: METROPOLIS.....5.00

DC COMICS/MARVEL
SUPERMAN/FANTASTIC FOUR DJu DJu/ATh Supes & FF take on Galactus.....10.00

PRESTIGE FORMAT BOOKS
AT EARTH'S END TVe FGo 4.95
MANN & SUPERMAN.....5.95
SUPERMAN, INC.....6.95
THE EARTH STEALERS JBy CSw 3.95
WHATEVER HAPPENED TO THE MAN OF TOMORROW? 2nd printing. ...5.95

SOFTCOVERS
SON OF SUPERMAN 14.95
SUPERMAN: EXILE 14.95
SUPERMAN IN THE SEVENTIES 19.95
SUPERMAN IN THE SIXTIES 19.95
SUPERMAN: SPEEDING BULLETS Elseworlds tale, Batman mythos integrated into Superman origin ...4.95
SUPERMAN: THE DAILIES VOL.1 reprints 1st part of HC 14.95
SUPERMAN: THE DAILIES VOL.2 reprints 2nd part of HC.....14.95
SUPERMAN: THE DAILIES VOL.3 reprints last part of HC 14.95
SUPERMAN: THE SUNDAY CLASSICS 1939-1943 reps. HC collection ...19.95
UNDER A YELLOW SUN JFm KGa/EBa novel by Clark Kent on struggle w/two sides of life ...5.95

SPECIALS
1 .....3.50

SUPERMAN ADVENTURES

DC COMICS (1996-CURRENT)
1-20 based on television cartoon 2.25
21 dbl-sz, Supergirl (NOTE: This issue was originally solicited as Supergirl Adventures #1) 4.00
22-49 .....2.00
50 .....1.99
ANNUAL 1 .....4.00

ONE-SHOTS
SUPERMAN VS. LOBO-MYSTERY IN SPACE duo seeks energy source 3.00

SUPERMAN FAMILY

DC COMICS (1974-1982)
previously Superman's Pal, Jimmy Olsen
164 .....25.00
165-169 100-pg. issues 20.00
170-176 100-pg. issues 12.00
177-181 48-pg. issues 6.00
182 art: Marshall Rogers 5.00
183-200 .....5.00
201-221 .....3.50
222 .....5.00

SUPERMAN MINI-SERIES

DC COMICS (1994-CURRENT)
SUPERMAN & BATMAN: GENERATIONS
1-4 JBy JBy Elseworlds 5.00
SUPERMAN/BUGS BUNNY
1-4 .....2.50
SUPERMAN/DOOMSDAY: HUNTER/PREY
1 PF, R: Doomsday & Cyborg, Darkseid 8.00
2-3 PF 7.00
SUPERMAN FOR ALL SEASONS
1-4 JLb TSa 5.00
SUPERMAN/GEN 13
1-2 .....2.50
3 .....3.50
SUPERMAN: LAST SON OF EARTH
1-2 PF 6.00
SUPERMAN: SILVER BANSHEE
1-2 .....2.25
SUPERMAN: THE DARK SIDE
1-3 .....5.00
SUPERMAN: THE DOOMSDAY WARS
1-3 .....5.00
SUPERMAN/WONDER WOMAN: WHOM GODS DESTROY
1-4 CCI DAb 5.00
SUPERMAN'S NEMESIS, LEX LUTHOR
1-4 .....2.50
SUPERMEN OF AMERICA
1A 2.50
1B Collector's Edition, cardstock cover 5.00
2-6 .....2.50

DC COMICS/DARK HORSE
SUPERMAN/MADMAN HULLABALOO!
1-3 .....3.00
SUPERMAN VS. ALIENS
1 DJu/KNo 6.50
2-3 DJu/KNo 5.00
SUPERMAN VS. PREDATOR
1-3 .....5.00
SUPERMAN VERSUS THE TERMINATOR
1-4 AGr SPu 3.00

SUPERMAN: THE MAN OF STEEL

DC COMICS (1991-CURRENT)
0 (8/94) LSi JBg ❶: Conduit.....3.00
1 LSi JBg Krypton Man 3.00
2-16.....2.50
17 LSi JBg C: Doomsday 5.00
18 LSi JBg ❶: Doomsday 5.00
19 LSi JBg vs. Doomsday 5.00
20-21 LSi JBg "Funeral for Friend" X-over 3.00
22A LSi JBg "Reign of the Supermen" pt. 2, Collector's Edition 2.50
22B LSi JBg Newsstand Edition 1.50
23-26 LSi JBg "Reign of the Supermen" X-over 2.50
27-29 .....2.50
30A LSi JBg Collector's Edition, w/"vinyl clings" of Superman,Lobo 3.50
30B Newsstand Edition 2.25
31-49 .....2.50
50 LSi JBg B: "Trial of Superman" ..3.50
51-52 LSi JBg "Trial of Superman" ...2.50
53-66 .....2.50
67-68 .....3.00
69-99 .....2.50
100A dbl-sz; cardstock cover 4.00
100B regular cover 3.00
101-102 .....2.50
103 .....2.25
104 "Superman: Arkham" X-over, pt. 3 2.25
105-106 .....2.25
107 .....2.25
1,000,000 "One Million" X-over story 2.00

ANNUALS
1-2 RFl CWo 3.00
3-5 .....3.00
6 "Pulp Heroes" story 4.00

SUPERMAN: THE MAN OF TOMORROW

DC COMICS (1995-1999)
1-14 .....2.50
15 dbl-sz final issue.....3.00
1,000,000 "One Million" X-over story 2.50

SUPERMAN'S GIRLFRIEND LOIS LANE

DC COMICS (1958-1974)
1 .....3,000.00
2 .....800.00
3 .....500.00
4-5 .....400.00
6 .....350.00
7 .....300.00
8-10 .....255.00
11-12.....200.00
13-18 .....160.00
19-24 .....125.00
25-29 .....110.00
30 1st 12-cent issue 75.00
31-50 .....55.00
51-67 .....45.00
68 80 Pg. Giant #G-26 .....50.00
69 .....45.00
70 ❶: Silver Age Catwoman 225.00
71 2: Silver Age Catwoman.....135.00
72-73 .....25.00
74 ❶: Bizarro Flash 42.00
75-76 .....25.00
77 80 Pg. Giant #G-39 .....40.00
78 .....25.00
79-85 .....12.00
86 80 Pg. Giant #G-51 .....30.00
87-94 .....12.00
95 80 Pg. Giant #G-63 .....30.00
96-103 .....10.00
104 80 Pg. Giant #G-75 .....30.00
105 .....30.00
106 .....26.00
107-112 .....10.00
113 80 Pg. Giant #G-87 .....30.00
114-137.....8.00

ANNUALS
1 .....100.00
2 .....50.00

SUPERMAN'S PAL JIMMY OLSEN

DC COMICS (1954-1974)
1 .....4,500.00
2 .....1,300.00
3 .....700.00
4 1st Code-Approved issue 47500
5 .....450.00
6 .....375.00
7-10 .....300.00
11.....275.00
12 .....250.00
13-18 .....225.00
19-20 .....200.00
21-24 .....160.00
25-30 .....135.00
31-40 .....100.00
41-50 .....75.00
51-56 .....55.00
57-75 .....30.00
76-94 .....25.00
95 80 Pg. Giant #G-25 .....30.00
96-100 .....25.00
101-103 .....15.00
104 80 Pg. Giant #G-38 .....35.00
105-112 .....15.00
113 80 Pg. Giant #G-50 .....30.00
114-121 .....15.00
122 80 Pg. Giant #G-62 .....25.00
123-130 .....15.00
131 80 Pg. Giant #G-74 .....25.00
132-133 .....16.00
134 ❶: Darkseid, art: Jack Kirby ...55.00
135 art: JKi 20.00
136-139 art: JKi 15.00
140 80 Pg. Giant #G-86, art: JKi ...25.00
141-148 .....15.00
149-163 .....12.00
becomes Superman Family

SUPREME

IMAGE/EXTREME (1992-1996)
see Youngblood #3 for ❶: Supreme
0 (8/95) 2.50
1A 3.00
1B Gold Edition 5.00
2-11A 2.00
11B (Pedi cover) 4.00
12 "Extreme Prejudice" aftermath ...4.00
13-24 .....2.50
25 "Images of Tomorrow," SPt cover (Note: #25 shipped after #12) ...5.50
26-28A 2.50
28B variant cover by JQu & JPi 3.50
29-40 .....2.50
41A written by AMo 5.00
41B variant cover: JBe.....6.00
41C American Entertainment exclusive 6.00
41D *Wizard* Authentic exclusive, signed by Alan Moore 20.00
41E 2nd print 2.50
42 written by AMo 5.00
ASHCAN 1 .....8.00
ASHCAN 2 .....4.00
ANNUAL 1 .....3.00

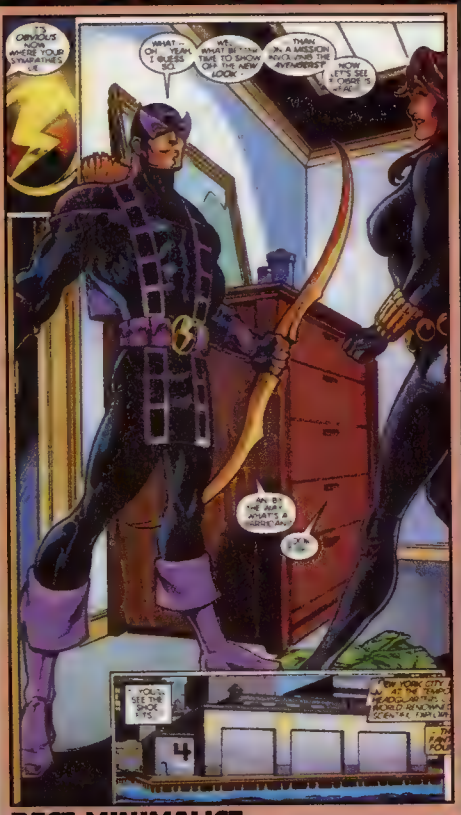
MAXIMUM PRESS/EXTREME (1996-1997)
43-47 written by AMo 3.00
48-49 written by AMo 2.50

AWESOME ENT. /EXTREME (1997-1998)
50A-50B dbl-sz. reg. or variant RLd cover4.00
51 .....3.00
52A Story continues in #52B 3.50
52B 3.50
53-56 .....3.00

SUPREME: THE RETURN

AWESOME (1999-CURRENT)
1A AMo CSp 3.00
1B Dynamic Forces excl. cover: RLd ...7.00

FUNNIESTOF2000



BEST MINIMALIST COSTUME REDESIGN

THUNDERBOLTS #43

We all know what happens when a hero drastically changes their duds. It will suck. Plain, hard, and long. Hawkeye must've taken notes, since this issue features the dramatic altering of his familiar tights. Preparing for a trip to Baron Zemo's hideout to try and gather information about hazardous "ionic experiments," Hawkeye jumps out of the bathroom to reveal...a new belt buckle! A cool gold thunderbolt to signify his involvement with the team. Black Widow, probably hoping for Clint to jump out wearing nothing *but* a belt, seems less than impressed. Way to go, you trendsetter, you.

2 ....2.50
3 ....3.00

SWAMP THING

DC COMICS (1972-1976)
see House of Secrets #92
for ◐: Swamp Thing

1 LWe BWr 75.00
2 LWe BWr 35.00
3-6 LWe BWr 20.00
7 LWe BWr Batman 26.00
8-9 ....18.00
10 last BWr issue 16.00
11-24 ....5.00

DC COMICS/VERTIGO
VOLUME TWO (1986-1996)
previously Saga of the Swamp Thing

46 AMo SBs "Crisis on Infinite Earths" X-over 4.00
47-49 AMo SBs 3.00
50 AMo SBs dbl-sz. 3.50
51-52 AMo 4.00
53 AMo Batman 5.00
54-64 AMo 3.00
65-66 ....2.00
67 ....3.50
68-83 ....2.00
84 Morpheus 8.00
85-140A 2.00
140B Platinum Edition 10.00
141-149 ....2.00
150 MMr PHe dbl-sz., final battle w/Sargon, discovers true destiny 3.00
151-153 ....2.00
154-165 ....2.25
166-171 ....2.50

ANNUALS
4-6 ....3.50
7 "Children's Crusade" X-over 4.00

ONE-SHOTS
ROOTS (1998) fully painted story 6.00

VOLUME THREE (2000-CURRENT)
1 ....3.00
2-7 ....2.50

TALES OF SUSPENSE

MARVEL (1959-1968)

1 ....1,500.00
2 cover: Steve Ditko 575.00
3-4 ....500.00
5-7 ....325.00
8 ....300.00
9 Iron Man prototype 375.00
10 ....310.00
11-12 ....250.00
13-15 ....250.00
16 Iron Man prototype 300.00
17-25 ....200.00
26 1st 12-cent issue 155.00
27 ....140.00
28 Stone Men prototype 165.00
29-30 ....155.00
31 Dr. Doom prototype 175.00
32 Dr. Strange prototype 250.00
33-34 ....155.00
35 Watcher prototype 175.00
36-38 ....155.00
39 SLe DHe ◐&0&B: Iron Man 4,200.00
40 SLe DHe ◐: Gold armor 1,300.00
41 SLe DHe 3: Iron Man 650.00
42-45 SLe DHe 300.00
46-47 SLe DHe 185.00
48 SLe SDi gets new armor 235.00
49 SLe DHe 1st X-Men/Avengers X-over 175.00
50-51 SLe DHe 110.00
52 ◐: Black Widow 125.00
53 ....110.00
54-56 ....65.00
57 ◐&0: Hawkeye 150.00
58 Captain America vs. Iron Man 275.00
59 B: Captain America & Iron Man, 1st solo Captain America story in S.A. 255.00
60 2: Hawkeye 110.00
61-62 ....65.00
63 0: Captain America 200.00
64 ....65.00
65 ◐: Red Skull in the Silver Age 130.00
66 Silver Age Red Skull 130.00
67-78 ....35.00
79 ◐: Cosmic Cube, AIM 35.00
80-81 Red Skull w/Cube 30.00
82-96 ....30.00
97 ◐: Whiplash 30.00
98-99 ....40.00
becomes Captain America

TALES OF THE DARKNESS

IMAGE/TOP COW (1998-CURRENT)

½A *Wizard* exclusive 12.00
½B *Wizard Authentic* variant, signed 20.00
1A quarterly series 3.00
1B A.U. exclusive 8.00
2-6 ....3.00

TALES OF THE TEEN TITANS

DC COMICS (1984-1988)
previously New Teen Titans (1st)

41 MWo GPe "death" of Brother Blood 2.50
42 MWo GPe "The Judas Contract" pt. 1, Terra begins her betrayal 2.50
43 MWo GPe pt. 2, Deathstroke 2.50
44 MWo GPe pt. 3, 0: Deathstroke, ◐: Jericho, ◐: Dick Grayson as Nightwing 12.00
45 MWo GPe 4.00
46-59 MWo GPe 2.50
60-91 reps. Titans (2nd series) books 1.00
ANNUAL 3 MWo GPe D: Terra, "The Judas Contract" pt. 4 ....4.00
ANNUAL 4-5 ....3.00

TALES OF THE WITCHBLADE

TOP COW (1996-CURRENT)

½ A Wizard mail-away 8.00
½ B Gold Edition 15.00
½ C Wizard Authentic exclusive, signed by Nathan Cabrera 20.00
½ D Chromium Edition 35.00
1A quarterly series about various women who have wielded the Witchblade 10.00
1B variant MTu cover 15.00
1C Gold Edition 20.00
1D Platinum Edition 40.00
1D Ent. Dist. exclusive cover 5.00
2 ....8.00
3 ....5.00
4-5 ....4.00
6-7A 3.00
7B Graham Crackers excl. 10.00
8 ....3.00

TALES TO ASTONISH

MARVEL (1959-1968)

1 ....1,500.00
2 cover: Steve Ditko 650.00
3-4 ....400.00
5 Stone Men prototype 450.00
6-7 ....335.00
8-9 ....300.00
10 ....325.00
11-12 ....240.00
13-14 ....230.00
15-16 ....275.00
17-24 ....175.00
25-26 ....160.00
27 SLe JKi ◐: Henry Pym in "The Man in the Ant-Hill!" 3,000.00
28 Gorilla Man, 1st 12-cent issue 165.00
29-34 ....160.00
35 SLe JKi ◐: Henry Pym as Ant-Man (in costume), B: Ant-Man series 1,400.00
36 SLe JKi vs. Comrade X 560.00
37 SLe JKi vs. Protector 350.00
38 SLe JKi ◐: Egghead 350.00
39-40 SLe JKi 350.00
41-43 SLe DHe 200.00
44 SLe JKi ◐: Wasp 275.00
45-47 SLe DHe 135.00
48 SLe DHe ◐: Porcupine 135.00
49 SLe JKi ◐: Eraser, ◐: Henry Pym as Giant-Man 175.00
50 SLe JKi ◐: Human Top 90.00
51 SLe JKi Human Top 90.00
52 SLe DAy ◐: Black Knight 90.00
53-55 ....90.00
56 SLe DAy ◐: Magician 90.00
57 SLe DAy Spider-Man 140.00
58 SLe DAy Magician 90.00
59 SLe DAy Hulk 140.00
60 SLe SDi B: Hulk stories 175.00
61 SLe SDi ◐: Major Talbot 55.00
62 SLe SDi ◐: Leader 55.00
63-64 SLe SDi 50.00
65 SLe BPo Giant Man's new costume 60.00
66-69 SLe JKi 50.00
70 B: Sub-Mariner 65.00
71-80 ....40.00
81 SLe JKi ◐: Boomerang, ◐: Secret Empire 40.00
82 SLe JKi Iron Man 45.00
83-89 ....35.00
90 SLe GKa ◐: Abomination 35.00
91 SLe GKa Abomination 35.00
92-99 ....35.00
100 SLe MSe Puppet Master 45.00
101 SLe MSe Asgard 50.00
becomes Incredible Hulk

VOLUME TWO (1979-1981)
1-14 rep. Sub-Mariner #1-14 ....1.75

TEARS OF DAWN

IML PRODUCTIONS (1994)

1 JLi signed, numb'd & lmt'd (2,300), 1st full Dawn story, B&W, 0: Dawn 75.00

SIRIUS (1997)

2 limited to San Diego ComicCon 20.00
EUROPEAN TOUR EDITION 35.00
TEARS OF DAWN PIN-UP SPECIAL Diamond exclusive, limited 18.00

TEEN TITANS

DC COMICS (1966-1978)
see Brave & the Bold #54
for ◐: Teen Titans

1 BHa NCa Peace Corps 180.00
2 BHa NCa ◐: Titan Lair 90.00
3-5 ....50.00
6-10 ....40.00
11-12 ....35.00
13-17 ....30.00
18 ◐: Starfire I 30.00
19 MFr GKa J: Speedy 30.00
20-21 NAd NAd 35.00
22 NAd NAd 0: Wonder Girl, 1st 12-cent issue 35.00
23-30 ....15.00
31-43 ....8.00
44-45 ....5.00
46 BRo INo J: Joker's Daughter 8.00
47 Two-Face 5.00
48 BRo JOb ◐: Bumblebee, Joker's Daughter now Harlequin II 8.00
49 BRo JOb O&J: Bumblebee 5.00
50 BRo DHe Bat-Girl, Golden Eagle, Beast Boy, ◐: Titans West 25.00
51-52 BRo DHe 5.00
53 0: Teen Titans, JLA 8.00
TEEN TITANS ANNUAL 1967 (1999) Imaginary "Annual" reprinting classic Silver Age 5.00

VOLUME TWO (1996-1998)

1 DJu DJu new teen team 3.00
2 DJu DJu/GPe 3.00
3 DJu DJu/GPe Jugular 2.50
4-11 DJu DJu/GPe 2.00
12 DJu DJu/GKa/GPe 3.00
13-24 ....2.00
ANNUAL 1 "Pulp Heroes" story 4.00

TEENAGE MUTANT NINJA TURTLES

MIRAGE (1984-1993)
see Goobledy Gook #1
for ◐: Teenage Mutant Ninja Turtles

1A Shredder 120.00
1B 2nd print 12.00
1C-1D 3rd & 4th prints 5.00
1E 5th print 2.00
2A new Richard Corben material 35.00
2B 2nd print 5.00
2C 3rd print 3.00
3A 12.00
3B 2nd print, new bkup story 3.00
4A 5.00
4B 2nd print 2.00
5A B: Fugitoid 6.00
5B 2nd print 2.00
6A 5.00
6B 2nd print 2.00
7A four-page Corben, 1st color TMNT 5.00
7B 2nd print 2.00
8 Cerebus 5.00
9-10 Rip in Time by Corben 4.00
11-32 ....3.00
33 full-color, Corben 3.00
34-35 ....3.00
36-61 ....2.50
62 pt. 13, characters re-unite 2.25

TELLOS

IMAGE (1999-2000)

PRELUDE–A 5.00
PRELUDE–B Hole-Foil edition 15.00
PREVIEW 8.00
PROLOGUE–A Dynamic Forces exclusive 5.00
PROLOGUE–B foil edition 8.00
1A 3.00
1B Pirate variant cover 5.00
1C Con Sketch variant 8.00
1D Eurosketch variant 10.00
2A 3.00
2B Gold Foil variant 10.00
3 ....3.00
4A-4B covers: MWr, JAl 2.50
4C-4D covers: RGr, AAd 3.00
4E gold foil variant 5.00
5-7 ....2.50

IMAGE/GORILLA (2000-CURRENT)

8-9 ....2.50

TERMINATOR: THE BURNING EARTH

NOW (1990)

1 1st Alex Ross work 8.00
2-3 ....8.00
4-5 ....10.00

THOR

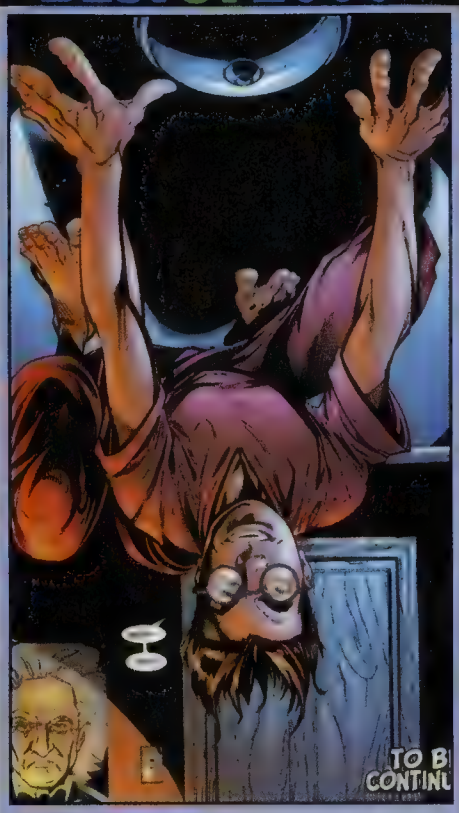
MARVEL (1966-1996)
previously Journey into Mystery

126 Hercules 130.00
127-131 ....50.00
132 ◐: Ego 50.00
133 Ego vs. Thor 50.00
134 ◐: High Evolutionary 60.00
135 0: High Evolutionary 45.00
136 Odin 40.00
137 ◐: Ulik 40.00
138-140 ....40.00
141-146 ....30.00
146 B&0: Inhumans, pt. 1 ....30.00
147 0 pt. 2: Inhumans 30.00
148-157 ....28.00
158 0: Don Blake 60.00
159-161 ....26.00
162 0: Galactus 34.00
163-164 ....15.00
165-166 Him/Warlock 35.00
167 Sif 15.00
168-169 0 pt. 2-3: Galactus 35.00
170-179 ....16.00
180-181 NAd vs. Loki 15.00
182-192 ....8.00
193 vs. Silver Surfer, giant-sz. 40.00
194-199 ....5.00
200 ....15.00
201 R: Odin 4.00
202-224 ....4.00
225 ◐: Firelord 4.00
226-259 ....3.00
260 I: Doomsday Star 3.50
261-299 ....3.00
300 dbl-sz., 0: Odin, Destroyer, "death" of Asgard, D: Uni-Mind 5.50
301-305 ....2.50
306 ◐&0: Air-Walker, 0: Firelord 3.00
307-336 ....2.50
337 WSi WSi ◐: Beta Ray Bill 4.00
338 WSi WSi 0: Beta Ray Bill 2.50
339 WSi WSi ◐: Storm Breaker 2.50
340-348 WSi WSi 2.50
349–383 ....2.50
384 TDe RFr ◐: Future Thor 2.50
385-390 ....2.50
391 TDe RFr ◐: Eric Masterson (Thunderstrike) 2.50
392-400 TDe RFr 2.50
401-410 TDe RFr 2.50
411 TDe RFr ◐: New Warriors 3.00
412 TDe RFr New Warriors 2.50
413-431 TDe RFr 2.50
432 TDe RFr ◐: new Thor, "death" of Loki 2.50
433 TDe RFr new Thor 2.50
434-443 TDe RFr 2.50
444-449 ....2.50
450 TDe RFr dbl gatefold cover, dbl-sz., rep. Journey into Mystery #87 ....2.50
451-467 ....2.50
468 "Mad God" pt. 1, Silver Surfer bagged w/Dirt magazine 2.50
469-473 ....2.50
474 vs. the Flame 2.50
475A RTh MWy vs. High Evolutionary, new costume, multi-level cover 2.50
475B Regular Edition 2.00
476-490 ....2.50
491 WEi MDe new costume 2.50
492-499 ....2.50
500 WLo MDe dbl-sz. anniv. issue 3.00
501-502 WLo MDe 2.50
becomes Journey into Mystery (3rd series)
see Journey into Mystery for Annual #1

ANNUALS

2 ....50.00
3 ....15.00
4 ....10.00
5-6 ....9.00
7 ....8.00

BEST OF 2000



ULTIMATE SPIDEY REALIZES POWERS

ULTIMATE SPIDER-MAN #1

Just when we thought puny Parker was a thing of the past, a reboot lets us relive his painful adolescence all over again. Thrill as bookworm Peter gets picked on, tripped, embarrassed, shamed and eventually bitten by a chemically enhanced spider during a field trip to Osborn Industries. Soon, Peter's mood swings test even the limitless patience of his Aunt May and Uncle Ben, and he storms off to his room. He wakes abruptly at four in the morning, eyes the ceiling, and instinctively begins to climb up the walls to it. Fifteen-year-old Petey is *thrilled*—and so are we.

WE READ IT FOR YOU

IF YOU MISSED IT

Ultimate Spider-Man #1

Hey, a whole new revamp of everyone's favorite wall-crawler! Brian Michael Bendis reworks Peter Parker's origin, so now he gets bit by a spider that's been genetically altered. He's nerdier than ever, and his supporting cast–including Harry Osborn, Flash Thompson and Mary Jane Watson–has more depth in this one issue than the last few years of regular Spidey continuity. Worth checking out for Spidey fans and non-fans!

8-12 .....5.00
13 .....4.00
14-17 .....3.50
18 RMz TGg ❶: Flame, bagged w/card 3.50
19 X-over w/Avengers Annual #23 ...3.50

GRAPHIC NOVELS
GODS WOULD DESTROY PRy 5.95

ONE-SHOTS
GIANT SIZE 1 .....15.00
THOR: THE LEGEND 4.00

VOLUME TWO (1998-CURRENT)
1A DJu JRj He's back in a dbl-sz debut 14.50
1B variant "sunburst" cover 10.00
1C D. Forces exclusive alternate cover 8.00
1D white sketch cover 45.00
1E "Rough Cut" Edition 3.00
2A-2B two regular covers 4.50
3-6 .....2.50
7 guest-starring The Thunderbolts ...2.50
8-11 .....2.50
12A dbl-sz, wraparound cover.....3.00
12B Dynamic Forces exclusive 6.00
13-24 .....2.50
25A dbl-sz., metallic foil cover 4.00
25B regular cover 3.00
26-29 .....2.25
30 "Maximum Security" X-over 2.25
THOR 1999 .....3.50
THOR 2000 .....3.50

THUNDERBOLTS
MARVEL (1997-CURRENT)
-1 "Flashback: Distant Rumblings" ...2.50
0 Wizard exclusive, new story 3.00
1 KBu MBa IR: Thunderbolts as Masters of Evil, ❶ : "Hallie" Takahama 7.00
2A-2B KBu MBa covers: Mad Thinker or team's identity 6.00
3 KBu MBa team moves into Four Freedoms Plaza 4.00
4 KBu MBa ❶&J: "Hallie" Takahama as Jolt 4.00
5-6 .....4.00
7 T'bolts attack the Elements of Doom 3.00
8 Citizen V gets hold of Avengers' files 3.00
9 .....3.00
10 Thunderbolts' identities publically revealed by Citizen V (Baron Zemo II) 3.00
11 Thunderbolts turn on Baron Zemo II 3.00
12 dbl-sz, battle w/Avengers & Fantastic Four, Zemo escapes ...6.00
13-21 .....2.50
22-24 .....2.50
25 dbl-sz 3.00
26-38 .....2.50
39 .....3.00
40-44 .....2.25
45 "Maximum Security" X-over 2.25
PRELUDE Amer. Ent. exclusive 5.00
THUNDERBOLTS '97 O: Thunderbolts ...5.00
THUNDERBOLTS 2000 .....3.50

THE TICK
NEW ENGLAND COMICS (1988-1992)
1A Special Edition, ❶: The Tick, 5,000 copies, serially numbered 50.00
1B Regular Edition released after 1A, reps. 1A with minor changes 30.00
1C-1F 2nd-5th prints.....5.00
1G "Reprise Edition," new cover 8.00
2A Special Edition, 3,000 copies, serially numbered 50.00
2B Regular Edition, reps. 2A w/minor changes 20.00
2C 2nd print 4.00
2D-2F 3rd-5th prints.....2.75
2G "Reprise Edition," new cover 8.00
3A ❶: Oedipus 8.00
3B-3D 2nd-4th prints 2.75
4A ❶: Paul the Samurai, ❶: Arthur ...8.00
4B-4E 2nd-5th prints.....2.75
5A 8.00
5B 2nd print 2.75
6A 6.00
6B 2nd print 2.75
7A ❶: Chairface Chippendale 6.00
7B 2nd print 2.75
8A 6.00
8B no logo 20.00
8C 2nd print 2.75
9A-10A 4.00
9B-10B 2nd prints (1997) 2.75
11A 3.00
11B 2nd print (1997) 2.75
12A 3.00
12B limited variant 20.00
12C 2nd print.....3.00
PROMO PACK collects #1-12 (all current prints) 22.00

ONE-SHOTS
THE NEW TICK various artists, writers 3.25
THE PSEUDO-TICK #13 "Imaginary" 13th issue 3.50
THE TICK'S BACK #0 .....3.00
THE TICK'S BIG BACK TO SCHOOL SPECIAL 3.50
THE TICK'S BIG CRUISE SHIP VACATION SPECIAL 3.50
THE TICK'S BIG FATHER'S DAY SPECIAL 3.50
THE TICK'S BIG GIANT SUMMER SPECIAL Arthur goes to camp 3.50
THE TICK'S BIG HALLOWEEN SPECIAL 3.50
THE TICK'S BIG HALLOWEEN SPECIAL 2000 .....3.50
THE TICK'S BIG MOTHER'S DAY SPECIAL 3.50
THE TICK'S BIG ROMANTIC ADVENTURE 3.50
THE TICK'S BIG TAX TIME TERROR 3.50
THE TICK'S BIG YEAR 2000 SPECTACLE 3.50
THE TICK'S BIG YULE LOG SPECIAL 1998 funny holiday stuff 3.50
THE TICK'S BIG YULE LOG SPECIAL 1999 more funny holiday stuff 3.50
THE TICK'S BIG YULE LOG SPECIAL 2000-A 3.50
THE TICK'S BIG YULE LOG SPECIAL 2000-B variant cover 3.50
THE TICK'S BIG YULE LOG SPECIAL 2000-C Deluxe edition 5.00
THE TICK'S MASSIVE SUMMER DOUBLE SPECTACLE PHOTO-COVER EDITION SET-A-B set w/2 photo covers ...7.95

THE TICK & ARTHUR
NEW ENGLAND COMICS (1989-CURRENT)
1-6 bi-monthly series 3.50

THE TICK: HEROES OF THE CITY
NEW ENGLAND COMICS (1989-CURRENT)
1-6 .....3.50

TICK MINI-SERIES
NEW ENGLAND COMICS (1993-1998)

BIG BLUE DESTINY
1A "Keen" Edition, ...3.00
1B "Wicked Keen" ed., gatefold cover 5.00
2A-2B covers: regular & "arm-wrestling" 3.00
3-5 .....3.50

KARMA TORNADO
1A 4.00
1B 2nd print (1996) 3.00
2A-9A 3.50
2B-9B 2nd prints 3.00

LUNY BIN
PREVIEW SPECIAL 1.50
1-3 .....3.50

THE TICK CIRCUS MAXIMUS
1-4 .....3.50

THE TICK'S MASSIVE SUMMER DOUBLE SPECTACLE
1-2 .....3.50

TITANS
DC COMICS (1999-CURRENT)
1 .....3.50
2-11 .....2.50
12 .....3.50
13-21 .....2.50
22 .....2.50
ANNUAL 1 .....3.50
TEEN TITANS ANNUAL 1967 Imaginary "Annual" reps. Silver Age stories.....5.00
TITANS SECRET FILES 5.00
TITANS SECRET FILES #2 .....5.00

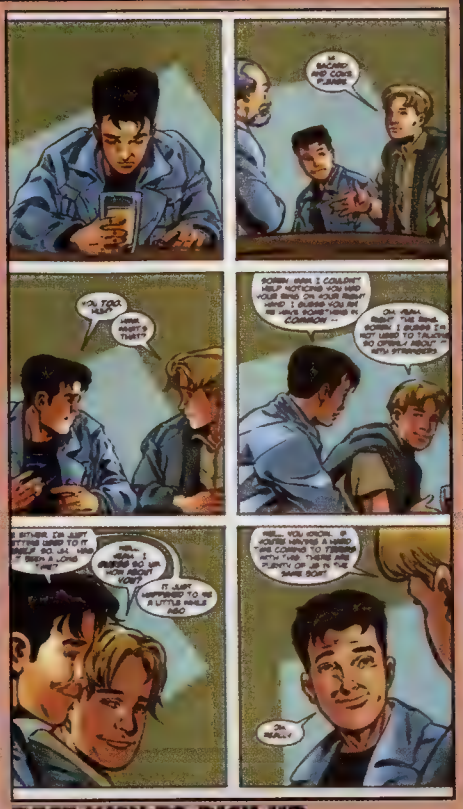
TITANS/LEGION OF SUPER-HEROES: UNIVERSE ABLAZE
DC COMICS (2000)
1-4 mini-series 5.00

TITANS: SCISSORS, PAPER, STONE
DC COMICS (1997)
1-SHOT Eiseworlds tale by AWa 7.00

TOM STRONG
DC COMICS/WILDSTORM (1999-CURRENT)
1A AMo CSp 5.00
1B variant 5.00
2-5 AMo CSp 3.50
6-10 AMo CSp 3.00

TOMB RAIDER
IMAGE/TOP COW (1999-CURRENT)
PREVIEW BOOK-A Monster Mart excl. 5.00
PREVIEW BOOK-B M. Mart gold foil 10.00
PREVIEW BOOK-C D. Forces excl. ...13.00
PREVIEW BOOK-D Convention excl. 10.00
1A-1D covers: MTu, DFn, A. Park (2) ...3.00
1E Tower Records excl. gold foil ed. ...8.00
1F Tower Records excl. holo-foil ed. 15.00
1G A.U. excl. MSi cover 7.00
1H A.U. excl. MSi gold foil cover 10.00
1I Ent. Dist. excl. gold foil A. Park cvr. 25.00
1J Ohio Convention excl. sketch cover 20.00
1K AU.Com exclusive 5.00
1L Ent. Dist. exclusive Holo-Foil Ed. 25.00
2A 2.50
2B "swimming" cover by A. Park 3.00
2C D. Forces excl. "arms crossed" cvr. 10.00
2D Tower Records excl. "Santa" cover 8.00
2E Tower Records gold foil exclusive ...8.00
3A 2.50
3B Monster Mart variant (Lara w/2 guns) 6.00
3C Monster Mart Gold variant 8.00
4A 2.50
4B D. Forces JAl cover (Lara in Tree)...6.00

FUNNIESTOF2000



BEST WAY TO PICK UP A GAY MAN IN A BAR

PETER PARKER: SPIDER-MAN (vol. 2) #23

Peter Parker: skinny, neat, and single. The conventional stereotype of a man who might have a little sugar in his tank, if you get us. With Mary Jane six feet under, Parker drowns his sorrows Stark-style in a bar, and strikes up a conversation with the nicely groomed young man seated next to him. The day before, Parker had switched his wedding ring over to his right hand to signify his widower status. In the bar/club scene, such a gesture means you're big fan of Bette Midler. Oblivious, Parker cheerfully chats up his new friend, and the two discuss "getting used to it" and being "in the same boat." Way to go, Tiger.

4C D. Forces Gold variant 8.00
4D D. Forces "re-sketched" edition ...70.00
4E D. Forces "Omni-Chrome" cover, signed 20.00
5-8 .....2.50

TOMB RAIDER/ WITCHBLADE
IMAGE/TOP COW (1997)
1/2 reprints *Wizard* excl., new cover ...3.00
1-SHOT-A green MTu cover 12.00
1-SHOT-B brown MTu cover 16.00
1-SHOT-C Amer. Ent. exclusive 18.00
1-SHOT-D "Wizard Authentic" edition, signed by MTu 20.00

TOMORROW STORIES
DC COMICS/WILDSTORM (1999-CURRENT)
1 anthology series, written by AMo ...3.50
2-9 written by AMo 3.00

TOO MUCH COFFEE MAN
ADHESIVE COMICS (1992-CURRENT)
see Jab #1 for ❶: Too Much Coffee Man
1A SWh SWh 14.00
1B 2nd print (3/94) 4.50
1C 3rd print (12/97) , reworked art ...3.00
2A 8.00
2B 2nd print 3.00
3A 6.00
3B new print 3.00
4A TMC Man falls in love! 5.00
4B 2nd print 3.00
5 the million deaths of TMC Man 5.00
8 (#6 & 7 do not exist!) 3.00
9-10 .....3.00
ANNUAL 1 .....3.00

ONE-SHOTS
FULL COLOR SPECIAL 3.00
TOO MUCH COFFEE MAN 3.00

TOP COW PREVIEW BOOK
IMAGE/TOP COW (2000)
1-SHOT Fan Club/D.Forces exclusive 5.00

TOP TEN
DC COMICS/WILDSTORM (1999-CURRENT)
1 AMo GHa cover: ARo 3.00
2-10 AMo GHa 3.00

TRANSFORMERS
MARVEL (1984-1991)
1 ❶: Transformers 8.00
2-59 .....3.00
60-64 .....6.00
65-69 .....12.00
70 .....3.00
71-77 .....18.00
78-79 .....20.00
80 .....30.00

TRANSFORMERS: GENERATION 2
MARVEL (1993-1994)
1 metallic gatefold cover 4.00
1A regular cover 2.25
2-11 .....2.25
12 .....3.00

TRANSFORMERS: THE MOVIE
MARVEL (1986)
1 movie adaptation 4.00

TRANSMETROPOLITAN
DC COMICS/HELIX/VERTIGO (1997-CURRENT)
1 WEI DRb ❶: Spider Jerusalem 12.00
2 WEI DRb 10.00
3 WEI DRb 5.00
4-8 WEI DRb 4.00
9-12 WEI DRb 3.00
13 switches from Helix to Vertigo ...3.00
14-37 .....2.50
I HATE IT HERE 1-Shot 6.00

ULTIMATE SPIDER-MAN
MARVEL (2000-CURRENT)
1A dbl-sz 7.50
1B variant white background cover ...22.00
1C D. Forces exclusive 10.00
1D D. Forces signed and numbered ...20.00
2A Cur cover 6.00
2B "Web-swinging" cover 4.00

UNIVERSE X
MARVEL (2000)
0A start of mini-series 5.00
0B D.Forces exclusive 7.00
0C D.Forces excl. "Concept Sketch" 15.00
1A 3.50
1B D. Forces exclusive cover 7.00
1C D. Forces excl. Concept Sketch cvr.10.00
2 .....3.50
3 .....3.50

UNKNOWN SOLDIER
DC COMICS/VERTIGO (1995)
1A mini-series written by GEn 4.00
1B 2nd print 2.50
2 .....4.00
3-4 .....3.50

USAGI YOJIMBO
FANTAGRAPHICS (1987-1991)
1A 12.00
1B 2nd print 3.00
2 .....8.00
3-8A 5.00
8B 2nd print 2.50
9 .....5.00
10A app: TMNT 5.00
10B 2nd print 2.50
11-30 .....4.00

ONE-SHOTS
COLOR SPECIAL 8.50
SUMMER SPECIAL 8.00

USAGI YOJIMBO
MIRAGE (1993-1994)
1 app: TMNT 6.00
2-16 .....5.00

USAGI YOJIMBO
DARK HORSE (1996-CURRENT)
1-2 SSa SSa the bunny with a blade 4.00
3-41 SSa SSa 3.00
42 SSa SSa 2.99

HARDCOVERS
THE BRINK OF LIFE & DEATH signed, numbered & includes illustrated tip-in plate 55.00
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SEASONS signed, numbered & includes illustrated tip-in plate 55.00
SHADES OF DEATH signed, numbered & includes original sketch 49.95

ONE-SHOTS
GREEN PARSIMMON COLOR SPECIAL 3.00

VAMPI
HARRIS (2000-CURRENT)
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1A Foil-Enhanced cover 5.00
1B Deluxe Edition, "Group Shot" cover10.00
1C Gold foil variant 30.00
1D Platinum foil variant 25.00
1E Special Convention Edition 20.00
1F Chrome edition 15.00
2A 3.00
2B Deluxe Edition (limited, 2,500) ...10.00
3A 2.95
3B Deluxe Edition (limited, 2,000) ...9.95
ASHCAN 5.00

VAMPIRELLA
WARREN (1969-1983)
1 ❶: Vampirella 375.00
2 .....135.00
3 scarce 325.00
4-6 .....75.00
7 cover: Frazetta 85.00
8 B: Horror format 80.00
9 art: BSm 75.00
10 No Vampirella 25.00
11-12 .....48.00

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

13-18 ....38.00
19 Annual (1973) 50.00
20-24 ....38.00
25-26 ....30.00
27 Annual (1974) 35.00
28-36 ....28.00
37 Annual (1975) 35.00
38-40 ....28.00
41-99 ....20.00
100 dbl-sz. special 45.00
101-110 ....25.00
111 Giant Collector's Edition 40.00
112 (1983) 30.00
113 (1988) 250.00
ANNUAL 1 New origin 250.00
SPECIAL (1977) 72.00

VAMPIRELLA

HARRIS

MINI-SERIES (1992-1993)

0A (12/94) MMo JPI 5.00
0B (12/94) Royal Blue Edition 30.00
0C Gold Foil Edition, 500 copies 35.00
0D variant cover: Patrick Zircher 10.00
0E variant "Pantha" cover 10.00
1A 25.00
1B 2nd print 5.00
1C (1996) Commem. Ed., new cover 3.00
2 ....20.00
3 ....8.00
4-5 ....5.00

REGULAR SERIES (1997-2000)

0A (1/99) 3.00
0B (1/99) Pantha cover 3.00
1A "Ascending Evil" pt. 1 ....3.00
1B "ultra-violent" cover: ACo 3.00
1C cover: JAi 3.00
1D Amer. Ent. exclusive, ACo cover 4.00
1E "Wizard Authentic" edition, signed by ACo 10.00
1F Crimson Edition, JLi cover 5.00
2A pt. 2 ....3.00
2B cover: JAi 3.00
2C limited MTe cover 10.00
3-6 ....3.00
7A-7B Vampirella or Shi cover 3.00
7C Special Edition, cover: ACo 4.00
7D-7E Chromium& Holoplaid Editions 10.00
8A "Queen's Gambit" pt. 2 ....3.00
8B San Diego Edition 3.00
9-10A 3.00
10B alternate cover 3.00
11 "Hell on Earth" pt. 2 ....3.00
12A pt.3, new costume cover 3.00
12B classic costume cover 3.00
12C wraparound chromium cover 40.00
13A-15A covers: P. Zircher 3.00
13B-15B covers: D. Finch 3.00
15C variant Pantha cover 5.00
16A Pantha photo cover (Hubba, hubba!)3.00
16B Vampirella cover 3.00
16C limited Pantha photo cover 10.00
16D Julie Strain photo cover 10.00
17A-17B Pantha photo or Vampirella cover 3.00
17C Julie Strain photo cover 10.00
18A "Rebirth" pt. 1 ....3.00
18B Dynamic Forces exclusive cover 7.00
18C Anniversary edition 10.00
19A 3.00
19B Anniversary edition 10.00
20 ....3.00
21A photo cover 3.00
21B Linsner cover 10.00
21C variant photo cover, signed by Julie Strain 20.00
21D Millennium Edition 20.00
22A Julie Strain photo cover 3.00
22B painted cover 12.00
23A vs. Lady Death 3.00
23B painted cover: MTe 10.00
24A-24B Vampi or Pantha cover 3.00
25A-25B regular or alternate cover 3.00
26A "The End", vs. Lady Death 3.00
26B limited ed. , cover: MTe 10.00
26C Platinum edition 20.00
ASHCAN "Vampirella 2999 A.D. Manga"–A 3.00
ASHCAN "Vampirella 2999 A.D. Manga"–B leather edition 10.00
ASHCAN "Vampirella 3000 A.D."–A 8.00
ASHCAN "Vampirella 3000 A.D."–B leather edition 15.00
PANTHA #1 CONVENTION SPECIAL EDITION 10.00

ONE-SHOTS

CROSSOVER GALLERY–A 3.00
CROSSOVER GALLERY–B signed & numbered 20.00
CROSSOVER GALLERY–C chromium edition 10.00
CROSSOVER GALLERY–D Vampi/Painkiller Jane cover 30.00
CROSSOVER GALLERY–E Holochrome edition 20.00
DEATH OF VAMPIRELLA limited....14.00
PINUP SPECIAL–A 3.25
PINUP SPECIAL–B Limited Signed Edition 25.00
SAD WINGS OF DESTINY–A Vampi's life in review 4.00
SAD WINGS OF DESTINY–B Gold Emblem Seal Edition 4.00
VAMPIRELLA/DRACULA & PANTHA SHOWCASE previews 1.50
VAMPIRELLA/DRACULA: THE CENTENNIAL–A 5.00
VAMPIRELLA/DRACULA: THE CENTENNIAL–B "Dracula" edition, DMv cover 5.00
VAMPIRELLA ORIGINAL SKETCH COLLECTORS SET 30.00

HARRIS/CHAOS! COMICS

VAMPIRELLA/ LADY DEATH PREVIEW ASHCAN 6.00
VAMPIRELLA/ LADY DEATH–A 3.50
VAMPIRELLA/ LADY DEATH–B Valentine edition 10.00
VAMPIRELLA/ LADY DEATH–C Gold edition 30.00
VAMPIRELLA/ LADY DEATH–D Penciled edition 10.00

HARRIS/CRUSADE

VAMPIRELLA/SHI–A 3.00
VAMPIRELLA/SHI–B signed & numbered 20.00
VAMPIRELLA/SHI–C Chromium Edition 10.00
VAMPIRELLA/SHI–D penciled cover 10.00
VAMPIRELLA/SHI–E Holochrome Ed. 20.00

HARRIS/IMAGE/WILDSTORM

VAMPIRELLA/WETWORKS–A 3.00
VAMPIRELLA/WETWORKS–B signed & numbered 85.00

VAMPIRELLA MINI-SERIES

HARRIS (1991-CURRENT)

BLOOD LUST

1A-2A 5.00
1B-2B limited "virgin" editions 11.00

DEATH AND DESTRUCTION

PREVIEW ASHCAN–A 5.00
PREVIEW ASHCAN–B signed & numbered 35.00
1A cover: BTu 3.00
1B-1C signed by creative team or BTu 30.00
1D Satin Edition, limited 30.00
1E Satin Edition , signed & numbered, NOTE: this issue was previously solicited by the publisher at an incorrect price 60.00
1F Limited Alternate Edition, cover by Mark Beachum....10.00
2-3 ....3.00

MORNING IN AMERICA

1-4 KBu 4.00

VAMPIRELLA CLASSIC

1-5 reps. Warren stories in color 3.00

VAMPIRELLA: LEGENDARY TALES

1A 3.00
1B deluxe painted cover 10.00
2A 3.00
2B variant cvoer: Mike Mayhew 10.00

VAMPIRELLA LIVES

1A-1B regular or model photo cover 3.50
1C Linen Edition 10.00
1D Linen Edition, signed & numbered....15.00
1E censored photo cover 3.50
2A-2B "Vengeance" Edition or photo cover 3.00
2C Alternate Edition, painted AHu cover 3.00
2D alternate, signed & numbered ed. 10.00
3A "Graveyard" Edition....3.00
3B photo cover edition....3.00

VAMPIRELLA RETRO

1-3 mini-series rep. Warren stories 2.50

VAMPIRELLA VS. HEMORRHAGE

1A 3.50
1B Premiere Ash Can 1.00
1C signed & numbered 8.00
1D Michael Blair cover 3.50
2-3 ....3.50

VAMPIRELLA VS. PANTHA

PREVIEW 1.50
1A-1B "Vampirella vs. Pantha" or "Pantha vs. Vampirella" covers 3.50
1C-1D same covers, signed & numbered 8.00
1E painted Pantha cover by MTe 3.50
1F painted Pantha cover, signed 8.00

HARRIS/EVENT COMICS (1998)

VAMPIRELLA VS. PAINKILLER JANE

PREVIEW ASHCAN 3.00
1A-1B regular or alternate cover 3.50
1C gold edition 8.00
1D Amer. Ent. exclusive 5.00

VENOM

MARVEL (1993)

see Amazing Spider-Man #300 for ❶:Venom

-1 "Flashback: Seed of Darkness" 2.00
1A DMi MBa Holo-Grafx cover 3.00
1B Gold Edition 12.00
1C Black embossed cover (Beware: Counterfeit copies exist) 150.00
2-6 ....2.50

ONE-SHOTS

SINNER TAKES ALL 3.00
VENOM SUPER SIZE SPECIAL "Planet of the Symbiotes" X-over pt. 3....4.50

VERTIGO SECRET FILES

DC COMICS/VERTIGO

(2000-CURRENT)

HELLBLAZER 5.00
SWAMP THING....5.00

VERTIGO VISIONS

DC COMICS/VERTIGO

DR. OCCULT battles Koth 4.00
DR. THIRTEEN....6.00
THE GEEK MAi Brother Power 4.00
PHANTOM STRANGER GDv AKw....3.50
PREZ three youths search for Prez 4.00

VERTIGO: WINTER'S EDGE

DC COMICS/VERTIGO (1999)

1-SHOT holiday anthology & previews 8.00

VERTIGO: WINTER'S EDGE II

DC COMICS/VERTIGO (1998)

1-SHOT anthology 7.00

VERTIGO: WINTER'S EDGE III

DC COMICS/VERTIGO (1999)

1-SHOT anthology 7.00

VIOLENT MESSIAHS

IMAGE (2000-CURRENT)

1-2 ....3.50
3 ....2.95

WARLANDS

IMAGE (1999)

PREVIEW BOOK....20.00
PRELUDE-A Ent. Dist. exclusive 5.00
PRELUDE-B Ent. Dist. excl. variant 10.00
½A *Wizard* Exclusive 10.00
½B *Wizard* Authentic, signed by PAt 10.00
1A-1D art: PAt regular & "Duo" covers2.50
1E "Armor Chrome" Edition 12.00
1F D. Forces variant Pat Lee cover 7.50
1G D. Forces Canadian Edition 10.00
1H European Edition 7.50
2A-2B 2.50
2C European Edition 7.50
3A-3B reg. or variant "cast" cover 2.50
4-6A 2.50
6B D. F. excl. "Millennium" foil ed. 10..00
7-9 ....2.50
10 flip-book 2.95

WATCHMEN

DC COMICS (1986-1987)

1 AMo DGb ❶: Watchmen, ❷: Rorschach, ❸: Nite Owl, ❹: Dr. Manhattan, ❺: Silk Spectre, ❻: Ozymandius 7.50
2 AMo DGb 5.00
3 AMo DGb 4.00
4 AMo DGb O: Dr. Manhattan 4.00
5 AMo DGb 4.00
6 AMo DGb O: Rorschach....3.00
7-8 AMo DGb 3.00
9 AMo DGb O: Silk Spectre 3.00
10 AMo DGb 3.00
11 AMo DGb O: Ozymandius 3.00
12 AMo DGb D: Rorschach 3.00
SLIPCASE reps. #1-#12, with unpublished character sketches, cover designs & more 175.00
HC unpublished material 50.00

WEB OF SPIDER-MAN

MARVEL (1985-1998)

1 LSi GLa vs. alien costume....10.00
2-10....4.00
11-28 ....3.00
29 JOw SGg Hobgoblin, the Rose sequel to "Spider-Man vs. Wolverine" 5.00
30 ....4.00
31 JOm MZe "Kraven's Last Hunt" X-over pt. 1, Spidey buried alive 3.50
32-35 ....3.50
36 GCy ASa ❶: Tombstone 3.50
37 ....3.00
38 Hobgoblin 4.50
39-47 ....2.50
48 O: Hobgoblin II continued from Spectacular Spider-Man #147 ....8.00
49-58 ....2.50
59 GCy ASa Titania vs. Puma, Cosmic Spidey, "Acts of Vengeance" X-over 8.00
60-61 GCy ASa "Acts" 3.00
62-89 ....2.50
90A hologram cover, Hobgoblin, Wolverine 3.00
90B 2nd print 3.00
91-99 ....2.50
100 I: Spider-Armor....3.50
101-103 TKa ASa 2.50
104-105 TKa ASa "Infinity Crusade" X-over 2.50
106A TKa ASa "Infinity Crusade," bagged w/Dirt magazine 3.00
106B w/o Dirt magazine 2.50
107-112....2.50
113A TKa ASa Gambit, Black Cat, metallic cover,16-page book 3.00
113B Regular Edition 2.50
114 -116 TKa ASa "Live and Let Die" 2.50
117A TKa SBt "Power and Responsibility" X-over pt. 1, Spidey meets clone, w/flip book & two foil covers 3.00
117B Regular Edition 2.50
118 TKa SBt 3.00
119A TKa SBt Clone vs. Venom, Direct Edition, polybagged 5.00
119B Newsstand Edition 2.50
120-124 ....2.50
125A dbl-sz., 3-D holodisk cover 4.00
125B Regular Edition 3.00
126-129 ....2.50

ANNUALS

1....6.00
2 AAd New Mutants 8.00
3 DFi ASa index to Spidey's life 4.00
4 ❶: Poison 4.50
5-6 ....4.00
7-10 ....3.00

SPECIALS

WEB OF SPIDER-MAN SUPER SIZE SPECIAL flip book mini-series concludes with "Planet of the Symbiotes" pt. 5....4.50

WHAT IF...

MARVEL (1977-1984)

1 RTh Spidey joined the Fantastic Four 15.00
2 smart Hulk....6.00
3-6 ....5.00
7-26 ....3.50
27 Phoenix had lived, X-Men 5.50
28 FMi FMi Daredevil: S.H.I.E.L.D. agent 4.00
29 Avengers 3.00
30 Spider-Man's clone 5.00
31 Wolverine killed Hulk 12.00
32-34 ....3.00
35 FMi FMi Elektra had lived....5.00
36-47 ....3.00

VOLUME TWO (1989-1998)

-1 (5/97) "Flashback" tale 2.50
1 heroes lost Evolutionary War 3.00
2-49 ....2.50
50 Hulk killed Wolverine, dbl-sz. 4.00
51-99 ....2.50
100 dbl-sz. 3.50
101-104 ....2.50
105 ❶: Spider-Girl, ❷: A-Next 25.00
106-113 ....2.50
114 final issue; "Secret Wars" story 3.00
1-SHOT Iron Man: Traitor 3.00

THE WICKED

IMAGE (1999-CURRENT)

PREVIEW BOOK–A 3.00
PREVIEW BOOK–B Ltd. (500) 5.00
PREVIEW BOOK–C Museum Edition 30.00
1A cover: Anacleto 3.00
1B variant cover....5.00
1C Tower Records Edition 10.00
1D D. Forces exclusive variant 6.00
1E D. Forces Gold edition....10.00
2....3.00
3A-3B ships with 2 covers in equal ratio3.00
4-7 ....3.00
SPECIAL "Medusa's Tale" 3.95

WILDC.A.T.S

BEST OF 2000

POET REVEALS GREAT POWER

RISING STARS #7

The Specials aren't revered for their powers: quite the opposite. Feared and opposed by the government, this issue sees them being hauled out of their homes and taken away. Officer Matthew Bright, himself a Special under government control, is sent to snatch Specials leader Poet and drag him off to trial. Poet, who hasn't displayed much in the way of superpowers, fires off a blast that nearly kills Bright. Such an ass-kicking Bright has rarely experienced, and he's left in a heap as Poet zooms off. Turns out Poet had been hiding his true potential as a surprise just in case he ever had to take a Special down.

WEREADITFORYOU

IF YOU MISSED IT

Universe X #2

Captain America and the creepy, three-year old Captain Mar-Vell enlist the aid of King Britain to go after a bunch of powerful mystical items, which the pair are rounding up to fight Immortus with. Meanwhile, a couple of the bozos in the land of the dead figure out they're the dead ones, and decide to help Mar-Vell. But Death herself is stalking the two Caps, so they'd better tread lightly.

IMAGE/WILDSTORM (1992-1998)
0 (6/93) came with TPB 7.00
1A BCo JLe ◐: WildC.A.T.s, ◐: Grifter, ◐: Void, ◐: Spartan, ◐: John Lynch, ◐: Zealot, ◐: Voodoo, ◐: Emp, ◐: WarBlade 4.00
1B Gold Edition 10.00
1C Wizard Ace Edition, rep. #1 ....10.00
1D 3-D Edition 5.00
1E Wizard Authentic, Ace Edition signed by Scott Williams) 15.00
2A w/Image #0 coupon 4.00
2B coupon cut out 2.00
2C Newsstand Edition (no priam cover) 2.00
3-4A 3.00
4B w/red foil Wizard card 7.00
5 JLe "Killer Instinct" prelude....3.00
6-7 JLe "Killer Instinct" X-over pts. 1, 3 3.00
8 JLe Look carefully & you'll spot Scott & Jean on honeymoon 5.00
9 JLe Lord Entropy 3.00
10 CCI JLe ◐: Huntsman 2.50
11A CCI JLe ◐: Tapestry 3.00
11B variant cover....5.00
12-19 ....2.50
20A "WildStorm Rising" X-over pt. 2, w/two cards 2.50
20B Newsstand Edition, no cards 2.00
21-24 written by AMo 3.00
25 AMo DJo/TCh dbl-sz, chromium cover 5.00
26-34 written by AMo 3.00
35-40A 2.50
40B variant TCh cover 3.50
40C "Voyager Pack", including preview of new JLe series 5.00
41-49 ....2.50
50 dbl-sz 3.50
ANNUAL 1 ....3.00

ASHCANS
ASHCAN 1A (signed) 20.00
ASHCAN 1B (unsigned)....10.00

ONE SHOTS

IMAGE/WILDSTORM/DARK HORSE
WILDC.A.T.S./ALIENS 5.00

SPECIALS
SOURCEBOOK 1 BCh JLe 2.50
SOURCEBOOK 2 ....2.50
DIRECTOR'S CUT boxed set of #10-12, with original material, signed & numbered 75.00

DC COMICS/WILDSTORM
VOLUME TWO (1999-CURRENT)
title now "Wildcats"
1A 4.00
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1C Euro Edition "sketch" cover 12.00
2-15....2.50
16 ....2.50
LADYTRON 1-Shot 6.00
WILDCATS: MOSAIC 1-Shot 4.00
ANNUAL 2000 "Devil's Night" X-Over...3.50

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THE GOLDEN AGE–C 3-D Edition....6.50
THE SILVER AGE–A 4.50
THE SILVER AGE-B variant cover 4.50
THE SILVER AGE–C 3-D Edition 6.50
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THE MODERN AGE–B 3-D Edition....6.50
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THE DARK AGE–B variant cover: MGo 4.50

WILDSTORM THUNDERBOOK
DC COMICS/WILDSTORM (2000)
1-SHOT Prestige format 7.00

WITCHBLADE
IMAGE/TOP COW (1995-1996)
see Cyblade/Shi Special–The Battle For Independents for ◐: Witchblade
0 ....7.50
1/2 (FAN exclusive) 42.00
1/2 (*Witchblade* #500) *Wizard* excl. 12.00
1A Sara Pezzini acquires Witchblade 35.00
1B Wizard Ace Edition, reps. #1 ....40.00
1C Wizard Authentic exclusive, signed by Michael Turner 50.00
1D black & white edition 10.00
1E D. Forces excl. BW alt. cw., signed 20.00
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3 ....22.00
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5 ....14.00
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7-8 ....8.00

TOP COW (1998)
9A 9.00
9B Tony Daniel variant cover 10.00
9C D. Forces excl., limited & signed 14.00
10A ◐: Jackie Estacado (The Darkness) 13.00
10B Darkness #0 cover 18.00
10C Dynamic Forces exclusive cover...10.00
10D Gold Edition 28.00
11-12....6.00

IMAGE/TOP COW (1997-CURRENT)
13 ....6.00
14A 5.00
14B gold foil edition 10.00
15-17 ....4.00
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18E Ent. Dist. exclusive web cover ...5.00
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19A 3.50
19B gold foil logo....6.00
19C Ent. Dist. exclusive web cover ...5.00
20-25A 3.00
25B variant cover with Fathom 20.00
25C Holofoil Edition 70.00
26-27A 2.50
27B Ent. Dist. exclusive cover....10.00
28-32A 2.50
32B D. F. excl. Con. Printed Sketch Ed. 15.00
33-36A 2.50
36B D. Forces excl. cover, interlocks with *Darkness* #28A 10.00
36C D. Forces excl. foil cover, interlocks with *Darkness* #28B 30.00
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40C D. Forces exclusive cover 10.00
40D Museum Edition 250.00
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41B Ewanted.com exclusive 10.00
41C Ewanted.com Prism exclusive ...25.00
42A 2.50
42B Ruby Red logo....25.00
43 ....2.50
44 ....2.50

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WITCHBLADE/BLOOD LEGACY/DARK MINDS PREVIEW BOOK–B Excl. European convention exclusive 10.00
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IMAGE/TOP COW/MARVEL
WITCHBLADE/ELEKTRA–A....5.00
WITCHBLADE/ELEKTRA–B Amer. Ent. exclusive, JOe cover ...7.00

WITCHBLADE: DESTINY'S CHILD
IMAGE/TOP COW (2000)
1A mini-series 3.00
1B D. Forces Chrome ed., signed ...30.00
2-3 ....3.00

WIZARD ½ OFFERS
WIZARD PRESS (1993-CURRENT)
This section will checklist the ½ offers, so you will be able to easily locate the prices under their respective headings. The issue # denotes the issue of Wizard in which that ½ offer is found.

Iss. #
21 The Maxx # ½ 12.00
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64 The Darkness # ½ 12.00
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70 Ash # ½ 8.00
71 Tales of the Witchblade # ½ ...8.00
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WOLVERINE
MARVEL (1988-CURRENT)
see Incredible Hulk #181 for ◐: Wolverine
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½B Wizard Authentic exclusive, signed by Ben Raab 18.00
1 CCI JBu ◐: Wolverine as Patch ...25.00
2 CCI JBu pt. 2, Silver Samurai ...12.50
3-5 CCI JBu 10.00
6-9 ....8.00
10 CCI JBu 1st Wolverine vs. Sabretooth story 22.50
11-19....5.00
20-37 ....3.50
38 LHa MSi ◐: Albert & Elsie Dee ...3.50
39-40 LHa MSi Storm 3.50
41A LHa MSi Cable vs. Sabretooth ...5.00
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42A LHa MSi Cable, Forge 4.00
42B 2nd print, gold cover 2.00
43-49 LHa MSi 3.50
50 LHa MSi dbl-szr, D:The Professor ...5.00
51-74 ....3.00
75A LHa AKu "Fatal Attractions" X-over pt. 5, Wolvie deals with Adamantium loss, dbl-sz., wrapared cover w/hologram 5.00
75B w/o hologram 4.00
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85A LHa AKu "Final Sanction" X-over pt. 1, lead-in to Generation X, foil cover...3.00
85B LHa AKu Regular Edition 3.00
86 LHa AKu Bloodscream 3.00
87A LHa AKu teams w/ Gambit; deluxe edition w/glossy stock 3.00
87B Regular Edition 1.50
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88B-89B Regular editions 1.50
90A LHa AKu Deluxe Edition, Wolvie rejoins X-Men, w/card 3.00
90B Regular Edition, no card 1.50
becomes Weapon X for four issues
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99 LHa AKu 3.00
100A LHa AKu dbl-sz., foil hologram cover, D: Genesis (Cable's son) 10.00
100B Regular Edition 3.00
101-102A LHa AKu 3.00
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125A dbl-sz. written by CCI, IR: Wolvie's wife (Viper) 4.00
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145A dbl-sz; metallic foil-stamped cover 8.00
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150C D. Forces exclusive Holo-foil ...16.00
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157 ....2.25

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WOLVERINE WINTER SPECIAL....3.00

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WOLVERINE/SHI: DARK NIGHT JUDGEMENT–B Shi cover 3.00
WOLVERINE/SHI: DARK NIGHT JUDGEMENT–C C. Cavalcade exclusive cover 6.00
WOLVERINE/SHI: DARK NIGHT JUDGEMENT–D C. Cavalcade exclusive cover, ruby red foil version 30.00
WOLVERINE/SHI: DARK NIGHT JUDGEMENT–E Antiquities Ed. 100.00

MARVEL/IMAGE/TOP COW (1997)
WOLVERINE/WITCHBLADE–A "Devil's Reign" X-over pt. 5....6.00
WOLVERINE/WITCHBLADE–B Gold, Amer. Ent. exclusive, limited 15.00

PRESTIGE FORMAT BOOKS
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2-3 ....2.50
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2 CCI FMi ◐: Yukio 22.00
3 CCI FMi Mariko 22.00
4 CCI FMi D: Shingen, Wolverine proposes to Mariko 25.00
WOLVERINE ENCYCLOPEDIA
Vol. 1-3 all about Logan....6.00
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WONDER WOMAN
DC COMICS (1942-1985)
SILVER AGE & UP
73....175.00
74-80 ....160.00

FUNNIESTOF2000

BEST TIME TO HAVE SEE-IN-THE-DARK POWERS

JSA #16

Usually, heroes practice discretion when it comes to checking each other out. When things get serious, though, a little perverse curiosity never hurt anyone. A date between Dr. Mid-Nite and Black Canary takes a turn for the worse when Count Vertigo begins to terrorize the duo in a restaurant. What a mood killer. Mid-Nite's blackout bombs provide cover while the two switch into their save-the-world outfits. Canary, in mid-change, realizes that her date can see in the dark. "You're not peeking, are you?" she wonders aloud. Mid-Nite's only response is a sly smile.

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105 O retold: Wonder Woman 545.00
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128 O: Invisible Plane 35.00
129-158 ....30.00
159 O: Wonder Woman 50.00
160-170 ....28.00
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179 B: No costume, ◐: I-Ching 28.00
180 "death" of Steve Trevor 15.00
181-195 ....15.00
196 O: Wonder Woman 20.00
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200 52 pages 35.00
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211 giant-sz. 25.00
212-213 ....5.00
214 giant-sz., Green Lantern 25.00
215-266 ....3.00
267-268 Animal Man 6.00
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300 triple-sz., JLA, Teen Titans, ◐: Lyta (the Fury) 3.00
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306-326 ....2.00
327-328 "Crisis on Infinite Earths" X-over 2.00
329 "Crisis," dbl-sz., final issue, M: Wonder Woman & Steve Trevor 3.00

VOLUME TWO (1987-CURRENT)

0 MDe WLo hidden history of Amazons of Themyscira 7.00
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49 GPe JTh recap of past years 2.50
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51-84 ....2.50
85 WLo MDe MDe's 1st WW work 7.00
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88 CPr JRs R: Circe 5.00
89 CPr JRs vs. Circe 5.00
90 WLo MDe ◐: Artemis 5.00
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100B Regular Edition 3.00
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ANNUALS

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SPECIALS

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DC COMICS (1941-1986)

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249 BHy KSc Supes is vampire 5.00
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300 Pantheon 5.00
301-323 ....2.00

MINI-SERIES (1990)

1 Batman, Superman 6.00
2-3 Batman, Superman 5.00

2ND MINI-SERIES (1996)

1-2 Superboy & Robin team up 5.00

X-FACTOR
MARVEL (1986-1998)

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60B 2nd print 1.25
61-62 "X-tinction Agenda" 3.00
63-70 ....2.00
71A PDa LSt original X-Men leave, J: Havok, Polaris, Strong Guy, Madrox & Wolfsbane 2.00
71B 2nd print 1.25
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75 PDa LSt ◐: Nasty Boys, dbl-sz. 2.00
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87 ....2.00
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92 SLo/JDm JQu "Fatal Attractions" X-over, w/hologram, ◐: Exodus 4.00
93-99 ....2.00
100A SLo dbl-sz., "death" of Jamie Madrox, foil-embossed cover 3.00
100B Newsstand Edition 1.50
101-105 JDm JDr 2.00
106A TDg JDr "Life Signs" X-over pt. 1, Generation X tie-in, foil-stamped cover 3.00
106B TDg JDr Regular Edition 1.50
107 Blob vs. Strong Guy 2.00
108A-111A Deluxe editions 2.00
108B-111B Regular editions 1.50

becomes Factor X for four issues

112-123 ....2.00
124 app: Onslaught 3.00
125 dbl-sz., "Onslaught" X-over 3.00
126 Beast vs. Dark Beast 2.00
127-129 ....2.00
130 O: Graydon Creed 2.50
131-145 ....2.00
146 R: Madrox 2.00
147-148 ....2.00
149 Havok blasted into parallel world, prelude to *Mutant X* series 2.00

ANNUALS

1 BLa BBd Crimson Dynamo 3.00
2 JDu TGr 3.00
3 LSi TSh 3.00
4 JBy JBy Atlantis Attacks 3.00
5 LSi JBg "Days of Future Present" X-over 3.00
6-9 ....3.00

ONE-SHOTS

STRONG GUY REBORN 3.00

X-FORCE
MARVEL (1991-CURRENT)

see New Mutants #100 for O:X-Force

-1 (5/97) "Flashback" tale about John Proudstar 2.00
1A FNi RLd vs. MLF, ◐: G.W. Bridge, Cable card 2.00
1B-1E Shatterstar, Deadpool, Sunspot or team cards 2.00
1F unbagged copy, w/o card 2.00
1G 2nd print 1.00
2 FNi RLd ◐: Kane (new Weapon X) 3.00
3-7 ....2.00
8 FNi RLd/MMi O: Cable, ◐: Wildpack 2.00
9 FNi RLd D: Masque 2.00
10 RLd MPc Kane vs. Stryfe 2.00
11 RLd MPc ◐: real Domino 2.00
12 FNi MPc Gideon, ◐: Crule 2.00
13-15 ....2.00
16-18 "X-Cutioner's Song" X-over 2.00
19-24 ....2.00
25 FNi GCp dbl-sz., wraparound cover w/hologram, Cable, Exodus 4.00
26 FNi GCp new MLF leader, Cable 2.00
27-33 ....2.00
34A foil-stamped cover 4.00
34B Newsstand Edition 1.75
35-37 ....2.00
38A FNi TDa "Life Signs" X-over pt. 2, Generation X lead-in, foil cover 3.00
38B FNi TDa Newsstand Edition 1.75
39 FNi TDa 2.00
40A-43A FNi TDa Deluxe editions w/glossy stock 2.00
40B Newsstand edition 2.00
41B-43B Newsstand editions 1.50

becomes Gambit & the X-Terrain for four issues

44-45 ....2.00
46 app: Onslaught 2.00
47-49 ....2.00
50A dbl-sz., dbl-gatefold foil cover 3.50
50B Regular edition 3.00
50C variant RLi cover 6.00
51-55 ....2.50
56 Deadpool, app: Onslaught 3.00
57-74 ....2.50
75 dbl-sz, Anniversary issue 3.00
76-99 ....2.50
100 dbl-sz 3.50
101 ....2.50
102A "Counter X" story by WEI 3.50
102B D. Forces exclusive HRa cover 8.00
102C "Rough Cut" Edition 3.00
103-108 ....2.25
109 ....2.25

ANNUALS

1 "Shattershot" X-over pt. 4, O: Shatterstar, Wolverine 3.00
2 FNi ◐: X-treme, bagged w/card 3.00
3 MWr FNi 3.00
X-FORCE 1999 ....3.50

ONE-SHOTS

X-FORCE & CABLE '95 impossible Man 4.00
X-FORCE/CHAMPIONS '98 ....3.50

MARVEL/IMAGE/EXTREME

X-FORCE/YOUNGBLOOD 5.00

X-MAN
MARVEL (1995-CURRENT)

previously Cable

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1B 2nd print 2.00
2 JLb SSr 3.50
3-4 JLb SSr 3.00

Cable picks up again, but this series continues as well

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10 "Onslaught" tie-in 3.00
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25 dbl-sz., Madelyne Pryor 3.50
26-49 ....2.00
50 dbl-sz 3.00
51-56 ....2.00
57 "The Shattering" 2.00
58-62 ....2.00
63 "Counter X" story by WEI 3.00
64-69 ....2.25
70 ....2.25

ANNUALS

X-MAN '96 ....3.00
X-MAN '97 ....3.00
X-MAN & THE HULK '98 ....3.00

ONE-SHOTS

THIS CURE, THIS CURSE 6.00

X-MEN (UNCANNY)
MARVEL (1963-CURRENT)

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-1B AE exclusive cover 5.00
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7 SLe JKi ◐: Cerebra 325.00
8 SLe JKi ◐: Unus 300.00
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11 SLe JKi ◐: Stranger 250.00
12 SLe JKi O: Professor X, ◐&O: Juggernaut 350.00
13 SLe JKi Human Torch 250.00
14 SLe JKi ◐: Sentinels 250.00
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17 SLe JKi Magneto 140.00
18 SLe WRo Magneto 140.00
19 SLe WRo ◐&O: Mimic 130.00
20 RTh WRo O: Lucifer, Professor X 125.00
21-27 ....100.00
28 RTh WRo ◐: Banshee 150.00
29 RTh WRo O: Mimic 100.00
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32-34 ....70.00
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42 RTh DHe D: Changeling impersonating Prof. X 60.00
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45-47 ....60.00
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50 ADr JSe ◐: Lorna Dane as Polaris 60.00
51 ADr JSe ◐: Erik The Red (Cyclops) 60.00
52 ADr DHe Erik The Red 50.00
53 ADr BSm Blastaar 75.00
54 ADr BSm ◐&O: Alex Summers, ◐: Living Pharaoh 65.00
55 RTh DHe O: Alex Summers 65.00
56 RTh NAd Living Pharaoh now

BEST OF 2000

SAINT OF KILLERS KILLS GOD

PREACHER #66

Kids, don't let your conservative parents see this one: If you do, you'll be lucky to read even another issue of *Archie's Pal, Jughead*. Trust us. After spending 65 issues trying to get God to confess to wrongdoing, Jesse Custer allows himself to be offed by archrival Starr. God re-enters Heaven, confident Custer will no longer be a bother. Little does he know that the Saint of Killers, a gunslinger so evil he got booted out of Hell, is waiting there for him. After pleading for his life and promising the Saint happiness, God gets blown away anyway. The gunslinger then takes God's chair, while the reborn Custer and lady love Tulip start their life anew. A truly guilty pleasure.

WEREADITFORYOU

IF YOU MISSED IT

Wolverine #156

Seems something in the tunnels below New York has been dining on regular folks, and Wolverine's gonna put a stop to it. He runs into some hideous creatures, and with the help of Spider-Man, manages to subdue one of the big galoots. But things turn bad for our heroes when it turns out these monsters are minions of the Mole Man, who's pissed off again at the surface world and looking to conquer us.

called Living Monolith 65.00
57 RTh NAd Sentinels, L: X-Men origins series 65.00
58 NAd ◐: Alex Summers as Havok 65.00
59 RTh NAd Sentinels 60.00
60 RTh NAd ◐: Sauron 60.00
61-63 RTh NAd 55.00
64 RTh DHe ◐: Sunfire 55.00
65 DOn NAd R: Professor X 55.00
66 RTh SBu last new story, X-Men vs. Hulk 60.00
67-93 reps. X-Men #12-45 .....30.00
94 CCI DCo B: new X-Men 505.00
95 CCI DCo D: Thunderbird 115.00
96 CCI DCo ◐: Moira MacTaggert 90.00
97 CCI DCo ◐: Lilandra, ◐: Eric the Red (Shi'ar agent), Havok 75.00
98 CCI DCo Sentinels 75.00
99 CCI DCo ◐: Black Tom Cassidy 75.00
100 CCI DCo Sentinels 95.00
101 CCI DCo ◐: Phoenix 65.00
102 CCI DCo O: Storm 40.00
103 CCI DCo first time Wolvie is called "Logan" 40.00
104 CCI DCo ◐: Corsair. 30.00
105-106 CCI DCo 35.00
107 CCI DCo ◐: Gladiator, ◐: Starjammers 35.00
108 CCI JBy 1st John Byrne issue.. 70.00
109 CCI JBy ◐: Weapon Alpha 45.00
110 .....30.00
111 R Mesmero 25.00
112-113 R. Magneto 25.00
114 Savage Land 25.00
115-116 .....25.00
117 CCI JBy O retold: Prof. X, ◐: Amahl Farouk (Shadow King) 30.00
118-119 CCI JBy Moses Magnum, Banshee loses his powers 25.00
120 CCI JBy C: Alpha Flight 45.00
121 CCI JBy ◐: Alpha Flight 50.00
122 CCI JBy O Colossus, ◐: Hellfire Club 25.00
123-124 CCI JBy vs. Murderworld 25.00
125 CCI JBy ◐ Mutant X 25.00
126-128 CCI JBy 25.00
129 CCI JBy ◐: Kitty Pryde, Q: Banshee, ◐: Sebastian Shaw & White Queen 40.00
130 CCI JBy ◐: Dazzler 25.00
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133 CCI JBy Wolverine alone against the Hellfire Club 25.00
134 CCI JBy ◐: Dark Phoenix 25.00
135 CCI JBy defeated by Dark Phoenix 25.00
136 CCI JBy Dark Phoenix 22.00
137A CCI JBy D: Dark Phoenix, dbl-sz.32.00
137B Ent. Dist. excl. chrome cover ...15.00
138 CCI JBy Q: Cyclops 20.00
139 CCI JBy Wendigo, Wolverine's new costume, ◐: Heather Hudson 30.00
140 CCI JBy Alpha Flight disbands 25.00
141 CCI JBy "Days of Future Past" pt. 1, ◐: Rachel Summers (Phoenix II), ◐: Pyro, ◐: Avalanche, ◐: Destiny 35.00
officially becomes Uncanny X-Men
142 CCI JBy pt. 2, D: future incarnations of Wolverine, Colossus & Storm 25.00
143 CCI JBy R: N'Garai 8.00
144 solo Cyclops story 6.00
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147 Dr. Doom, Storm goes berserk ...6.00
148 CCI DCo ◐: Caliban 7.00
149 CCI DCo Magneto 6.00
150 CCI DCo Magneto, dbl-sz., Rajjoin: Cyclops 8.00
151-152 CCI DCo R: Hellfire Club, White Queen switches bodies w/Storm 5.00
153 CCI DCo Kitty's fairy tale 5.00
154 CCI DCo R: Corsair 5.00
155 CCI DCo ◐: Brood 5.00
156 CCI DCo Starjammers 5.00
157 CCI DCo Starjammers, Brood ...5.00
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191 CCI JRj ◐: Nimrod 4.00
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287 SLo JRj O&J: Bishop, D: Malcolm & Randall 2.50
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294-296 SLo BPe "X-Cutioner's Song" X-over 2.50
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320A SLo RCr Deluxe Edition 3.00
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320C Gold Edition, included w/Wizard #41 .....8.00
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becomes The Astonishing X-Men

goldexchange

TRACKING GOLDEN AGE COMICS

BATMAN

Far beyond the boundaries imposed by a comics page, Batman has become an icon. The Caped Crusader is a treasured concept, an American icon that surpasses any artist's interpretation. The historic stories from the late 1930s and early 1940s, epitomized in two of the most important comics in history—*Detective Comics #27* and *Batman #1*—are prized for their inventiveness and for laying the groundwork for the next sixty years of storytellers. From hunting Joe Chill to encounters with Bat-Mite to a new direction in the '60s and an '80s of Year Ones and Dark Knights, the last sixty years have revolutionized comics and inspired generations of readers. Following the events of 1999's "No Man's Land" and the introduction of a whole new group of hot writers, the next sixty years look to be even better.

BATMAN
DC COMICS (1940-CURRENT)
see Detective Comics #27 for ◐:Batman

1 O retold: Batman, ◐: Joker, ◐ The Cat (Catwoman) 62,000.00
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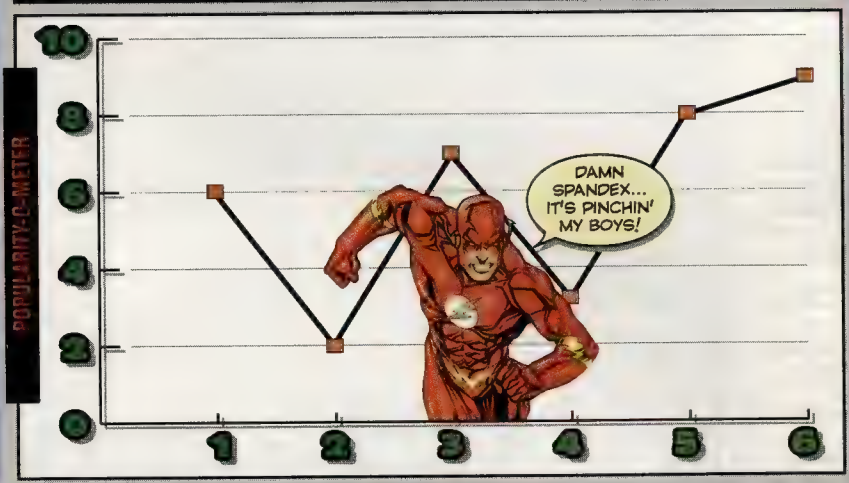
IN&OUT: THE JLA

Put Superman, Batman, Wonder Woman, Flash, Green Lantern, Aquaman and the Martian Manhunter together in a watchtower on the moon, and you've either got the Justice League of America or the worst male-female ratio at a party we've ever seen. No, seriously, the JLA's had its ups and downs, and its lame members. To wit:

WATCH A CHARACTER'S POPULARITY CHANGE OVER TIME



BOOK TO WATCH

JLA: PARADISE LOST #1-#3 Super-hot writer Mark Millar (*Ultimate X-Men*) makes his mark on the team.
CURRENT VALUE: $3.00 each

1. BRAVE AND THE BOLD #28 (1960)—The first appearance of the Justice League, this kickass team book made the mold for all others to follow and directly inspired Stan Lee to create *Fantastic Four* and thus the entire Marvel Universe.

2. JUSTICE LEAGUE OF AMERICA #261 (1987)—Watering the team down with losers like Vibe, Gypsy and Steel drowned the team's popularity in the toilet. Luckily this final storyarc killed Vibe, Steel and the whole series, making way for...

3. JUSTICE LEAGUE #1 (1987)—This Giffen-DeMatteis-Maguire relaunch after the "Legends" storyarc revitalized the team for a decade. With an emphasis on laughs and with super-jerk Guy Gardner always causing trouble, this title paved the way for "humor" superhero comics.

4. EXTREME JUSTICE #1 (1994)—Weakening the Justice League franchise with books like *Justice League Europe*, *Justice League International*, *Justice League Task Force* and finally *Extreme Justice* as the last straw drove fans to give them all up.

5. JLA #1 (1996)—Writer/kook Grant Morrison revitalized DC's greatest team by making them what they should be: not a collection of losers but the World's Greatest Superheroes. Mixing Superman, Batman and Flash with high-octane plots drove fans crazy.

6. JLA: HEAVEN'S LADDER (2000)—It just keeps gettin' bigger and bigger with new creative team Mark Waid (*Kingdom Come*) and Bryan Hitch (*Authority*). Their debut together on this tabloid-sized special signals the beginning of a new era as they take over the regular title with #47.

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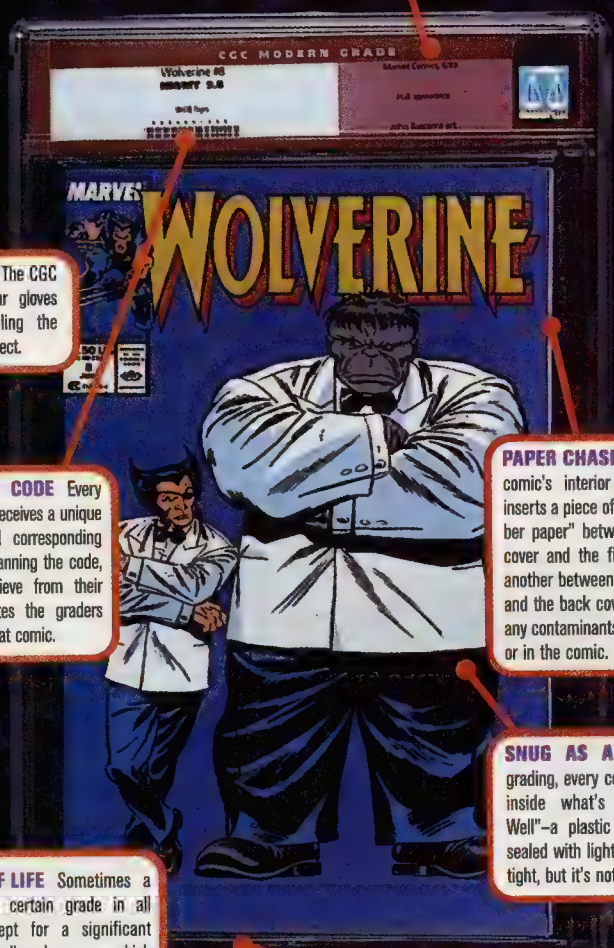
Security.

That's what you get with comic books that are professionally graded by a third party. Take the Comics Guaranty Corporation (CGC), for example. They'll inspect your comic, assign the book a grade, seal it and encase it in a plastic protective holder. Books that have been graded by CGC sell for a premium over ungraded books in the same condition because an impartial grade removes any doubt buyers or sellers may have about what they're trading, and folks are willing to pay for that reassurance.

This checklist has prices for books that have seen a lot of market attention for the past 10-15 years, and are now selling as CGC-graded books at the 9.4, 9.6 and 9.8 grades—for prices usually well above guide price. We've also listed the WIZARD guide price for comparison. All series are volume one unless otherwise indicated. There are grades of 9.9 and 10—however, few books ever achieve such high status. Those that do can sell for many times the price of the same book with a 9.8 grade. Look for coverage on these hot sellers in our "'Net Gains" section every month.

Photos: Paul Schnepp

COLOR OF MONEY The strip atop every CGC-graded book is one of four colors. Red: "Modern" (1975 and up). Purple: "Restored" (The book has been altered after publication to make it appear in better shape than before). Green: "Qualified" (A book with a serious defect). Blue: "Universal" (everything else).



PROTECTION The CGC graders all wear gloves whenever handling the comics they inspect.

KNOW THE CODE Every graded comic receives a unique bar code and corresponding number. By scanning the code, CGC can retrieve from their computers notes the graders compiled on that comic.

PAPER CHASE To protect a comic's interior paper, CGC inserts a piece of "microchamber paper" between the front cover and the first page and another between the last page and the back cover. It absorbs any contaminants left in the air or in the comic.

SNUG AS A BUG After grading, every comic is placed inside what's called "The Well"–a plastic sleeve that's sealed with light heat. It's real tight, but it's not airtight.

QUALITY OF LIFE Sometimes a book rates a certain grade in all respects except for a significant defect, like a clipped coupon, which can bump a book down several notches even though the book may appear to be a much higher grade. Then CGC will give it the higher grade, but with a "Qualified" label and an explanation of the defect.

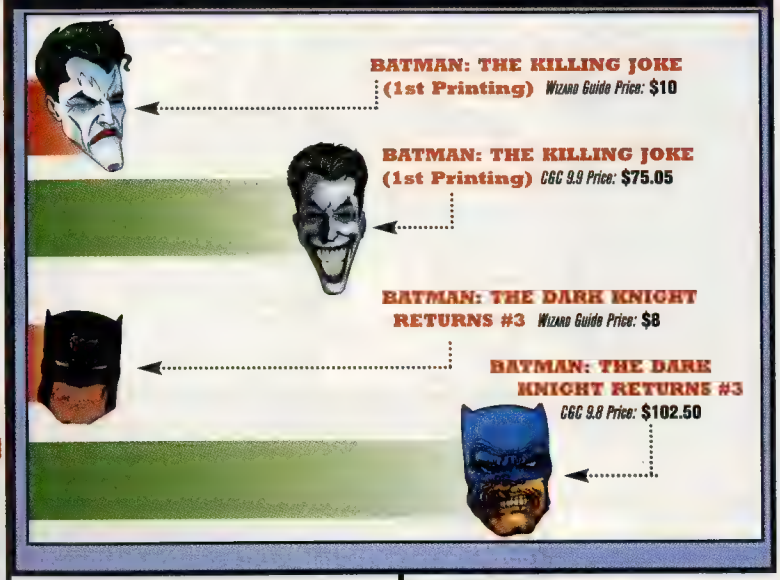
HARD CASE Finally, every sealed comic is encased in a CGC protective holder made of hard, clear plastic to further protect it against bending or tearing. You can open it–but that'll crack the corners of the case, alerting potential buyers that the assigned grade may no longer be valid.

TITLE & ISSUE #...	WIZ PG #112	9.4	9.6	9.8
BONGO COMICS				
Simpsons Comics 1	3	••	20.50	••
CHAOS! COMICS				
Lady Death 1	25	••	100	••
Lady Death in Lingerie–A	3	••	50	••
COMICO				
Primer 2	110	128	••	••
CRUSADE				
Shi 1/2A	6	••	••	27.50
CRY FOR DAWN				
Cry for Dawn 2	50	••	32	••
Cry for Dawn 3	50	••	43	••
DC COMICS				
Adventure Comics 105	N/A	1025	••	••
Adventure Comics 390	25	••	••	185
Babylon 5 1	10	••	••	37
Batgirl 1	6	••	••	67
Batman 122	200	545	••	••
Batman 169	135	460	••	••
Batman 183	85	395	••	••
Batman 300	10	48.50	••	••
Batman 368	8	20	29	••
Batman 426	10	26	••	••
Batman 427	8	26	41	••
Batman 428	7.50	13	38.50	••
Batman 429	5	••	37	••
Batman: The Dark Knight Returns 1	16	••	59	••
Batman: The Dark Knight Returns 2	12	18	41	51
Batman: The Dark Knight Returns 3	8	22.50	46	102.50
Batman: The Dark Knight Returns 4	8	43	72	••
Batman: The Killing Joke	10	••	25	52
Batman: Vengeance of Bane	20	26	••	42
Beware the Creeper 1	60	••	225	••
Brave & The Bold 51	250	311	••	••
Brave & The Bold 75	25	133	••	••
Catwoman 1	5	••	25	26
Detective Comics 174	450	2580	••	••
Detective Comics 310	60	••	180	••
Detective Comics 476	24	66	••	••
Flash 232	26	••	105	••
Fury of Firestorm 61B	N/A	63	••	••
Green Lantern 59	190	355	••	••
House of Mystery 147	80	125	••	••
JLA 1	16	50	••	51
Justice League 38	28	••	52.50	••
Justice League Annual 1	2.50	••	11	••
Justice League International Annual 2	3	••	10.50	••
Justice League of America 2	750	1840	••	••
League of Extraordinary Gentlemen 1A	10	38	••	••
Mister Miracle 7	18	••	••	52
New Gods 1	55	••	360	••
Nightwing 1	12	••	••	113
Preacher 2	16	••	20	••
Power of Shazam 1	N/A	11	••	••
Sandman 1	25	36	••	••
Sandman 8	18	••	32	••
Shazam! 17	16.50	••	69	••
Showcase 75	80	250	••	••
Superman 192	40	155.50	••	••
Superman 233	18	••	213.50	••
Superman 1 (vol. 2)	5	25	26	••
Superman 750 (vol. 2)	2	••	18	••

•• Denotes that a book has not received that grade or has not sold at that grade yet.

TITLE & ISSUE #... WIZ PG #112	9.4	9.6	9.8
Watchmen 4	4	18	••
ETERNITY			
Evil Ernie 2B	15	••	15.50
EVENT			
Ash 1/2B	N/A	••	7
HALL OF HEROES			
Creed 1B	N/A	••	••
IMAGE COMICS			
CyberForce 1	N/A	••	18.50
The Tenth 1/2	10	21.50	••
IMAGE COMICS/TMP			
Aria/Angela: Heavenly Creatures 1A	5	••	••
Spawn 1A	14	31	41
Spawn 2	12	20	25
Spawn 3	12	••	27
Spawn 4A	14	21.50	27
Spawn 5	10	••	20
Spawn 7	6	••	18.50
Spawn 9	7	••	••
Spawn 11	5	••	16
Spawn 12	5	••	12.50
Spawn 18	10	••	34
IMAGE COMICS/TOP COW			
Ascension 1/2	N/A	16	••
CyberForce 1 (limited series)	N/A	••	••
Fathom 4A	2.50	••	••
Rising Stars 1/2	20	••	••
Rising Stars Preview Edition A	12	••	31
Tales of the Darkness 1/2	12	••	••
Witchblade 1/2 (FAN exclusive)	42	48	56
Witchblade 1A	35	50	51
Witchblade 2A	32	••	48
Witchblade 3	22	••	26
Witchblade 4	18	••	32
Witchblade 5	14	20.50	26
Witchblade 10A	13	••	••
Witchblade 25A	3	••	••
Witchblade 25B	20	••	••
Witchblade 25C	70	••	••
Witchblade/Tomb Raider F	35	••	••
Witchblade/Tomb Raider 1/2	10	••	41
Witchblade vs. Darkness	45	••	••
IMAGE COMICS/WILDSTORM			
Battle Chasers 1C	15	••	37
Battle Chasers 1D	45	••	••
Crimson 1B	40	50	••
Danger Girl 1A	8	••	••
Danger Girl 1B	75	••	••
Danger Girl 2B	18	••	••
Gen 13 1A (limited series)	16	••	40
WildC.A.T.S. 2A	4	••	••
MARVEL			
Amazing Spider-Man 4	1700	5175	••
Amazing Spider-Man 10	800	2070	••
Amazing Spider-Man 22	225	1027	••
Amazing Spider-Man 25	250	1076	••
Amazing Spider-Man 26	260	••	1550
Amazing Spider-Man 33	200	445	••
Amazing Spider-Man 34	150	610	••
Amazing Spider-Man 37	150	715	••
Amazing Spider-Man 42	135	••	840
Amazing Spider-Man 45	85	391.50	••
Amazing Spider-Man 50	480	1200	••
Amazing Spider-Man 122	130	320	••
Amazing Spider-Man 238A	50	137.50	155
Amazing Spider-Man 239	25	••	••
Amazing Spider-Man 245	8	26	••
Amazing Spider-Man 252	22	51	90
Amazing Spider-Man 258	8	12	••
Amazing Spider-Man 260	7.50	26	••
Amazing Spider-Man 298	12	65	75
Amazing Spider-Man 300A	30	74	107.50
Amazing Spider-Man 304	6	••	36
Amazing Spider-Man 307	6	19.50	••
Amazing Spider-Man 310	6	21	••
Amazing Spider-Man 312	10	••	29
Amazing Spider-Man 315	10	••	25
Amazing Spider-Man 318	6	••	22
Amazing Spider-Man 320	6	21	••
Amazing Spider-Man 321	6	••	34
Amazing Spider-Man 323	6	••	36
Amazing Spider-Man 328	6	••	27
Amazing Spider-Man 361A	7	20.50	36
Avengers Annual 10	20	33.50	••
Avengers 2	650	1300	••
Avengers 4	1750	3550	6350
Avengers 11	200	685	••
Avengers 12	120	410	••
Avengers 15	125	410	••
Avengers 1B (vol. 2)	5	••	23
Blade the Vampire Hunter 1/2	10	13.50	••
Captain America 100	275	745	1325
Captain America 241	10	31	••
Captain America 383	3.50	••	••
Captain Marvel 1	75	••	251

WHATABAT-DIFFERENCE



TITLE & ISSUE #... WIZ PG #112	9.4	9.6	9.8
Captain Marvel 1B (vol. 3)	6	••	••
Daredevil 15	70	180	••
Daredevil 168	35	155.50	••
Daredevil 196	7	••	••
Daredevil 1/2 (vol. 2)	12	18.50	••
Daredevil 1A (vol. 2)	11	••	••
Devil's Reign: Silver Surfer/Witchblade 1/2A	10	••	••
Doctor Strange 169	125	••	315
Elektra: Root of Evil 3	N/A	••	••
Fantastic Four 1/2	10	••	••
Fantastic Four 8	800	2300	••
Fantastic Four 26	400	1495	••
Fantastic Four 31	90	723	••
Fantastic Four 44	85	168.50	••
Fantastic Four 47	80	205	••
Fantastic Four 48	1100	3155	3383
Fantastic Four 1C (vol. 2)	25	••	39
G.I. Joe 27	500	29.50	••
Incredible Hulk 6	2000	••	8050
Incredible Hulk 102	150	••	375
Incredible Hulk 181	600	1650	••
Incredible Hulk 330	8	26	••
Incredible Hulk 340	26	42	58.50
The Incredible Hulk and Wolverine-A	10	35	••
Iron Fist 14	125	305	449
Iron Man 1	360	1126	1525
Iron Man 2	100	••	415
Iron Man 10	32	105	••
Iron Man and Sub-Mariner	110	••	810
Marvels 1	6	••	26
Marvels 4	6	20.50	••
New Mutants 100A	4	••	16
Nick Fury, Agent of S.H.I.E.L.D. 1	62	260	400
Punisher Kills The Marvel Universe	32	••	41
The Punisher 2 (vol. 1)	2.50	5.50	13.50
The Punisher 1A (vol. 4)	12	••	36
The Punisher 1B (vol. 4)	12	••	••
Savage She-Hulk 1	N/A	26	••
Silver Surfer 1/2	12	26	••
Silver Surfer 2	175	325	415
Skull the Slayer 6	N/A	••	41
Spectacular Spider-Man 1	30	••	107.50
Spider-Girl 1/2	5	14	••
Spider-Man 1E	4	••	25
Spider-Man 1I	175	••	••
Spider-Man SE: Trial Of Venom	15	••	••
Spider-Man Vs. Wolverine–A	20	52	••
Spider-Woman 1 (vol. 1)	6	27	61
Star Wars 107	70	80	••
Sub-Mariner 1	N/A	401	416
Sub-Mariner 11	N/A	75	••
Thor 156	26	••	121
Thor 300	5	••	49
Web of Spider-Man 1	10	••	70
Web of Spider-Man 29	5	••	17
Wolverine 1 (Mini-series)	40	105	275
Wolverine 2 (Mini-series)	22	••	74
Wolverine 3 (Mini-series)	22	38.50	122.50
Wolverine 4 (Mini-series)	25	55	102.50
Wolverine 1/2A	10	••	26
Wolverine 1	25	56	123.50
Wolverine 2	10	30	41
Wolverine 3	10	11	21
Wolverine 4	10	17	••
Wolverine 5	8	••	23.50
Wolverine 6	8	••	18
Wolverine 7	8	15	21
Wolverine 8	8	16	19
Wolverine 9	8	15.50	27

TITLE & ISSUE #... WIZ PG #112	9.4	9.6	9.8
Wolverine 10	22.50	48	50
Wolverine 17	5	••	15
Wolverine 50	4	15.50	27
X-Factor 1	7.50	••	50
X-Man 1A	4	••	••
X-Men 1/2	12	••	31
X-Men 1A	5	••	20.50
X-Men 1C	3	••	21
X-Men 1E	5	••	20
X-Men 2	3	••	11.50
X-Men 25A	13	••	36
X-Men 30	4.50	••	31
X-Men (Uncanny) Giant Size 1	600	1675	2010
X-Men (Uncanny) 1	6000	22645	••
X-Men (Uncanny) 4	600	1925	••
X-Men (Uncanny) 38	90	280	••
X-Men (Uncanny) 94	505	1425	••
X-Men (Uncanny) 95	115	255	••
X-Men (Uncanny) 99	75	185	••
X-Men (Uncanny) 101	65	130	••
X-Men (Uncanny) 102	40	134	••
X-Men (Uncanny) 104	30	127.50	179
X-Men (Uncanny) 106	35	96	173.50
X-Men (Uncanny) 107	35	128	••
X-Men (Uncanny) 108	70	215	••
X-Men (Uncanny) 109	45	133	••
X-Men (Uncanny) 110	30	103	••
X-Men (Uncanny) 112	25	••	••
X-Men (Uncanny) 113	25	101	••
X-Men (Uncanny) 115	25	86	••
X-Men (Uncanny) 116	25	31	••
X-Men (Uncanny) 117	30	••	90
X-Men (Uncanny) 118	25	87	••
X-Men (Uncanny) 119	25	52	90
X-Men (Uncanny) 132	25	32	••
X-Men (Uncanny) 133	25	40	51
X-Men (Uncanny) 134	25	36	••
X-Men (Uncanny) 135	25	••	47
X-Men (Uncanny) 137A	32	102.50	108.50
X-Men (Uncanny) 138	20	••	••
X-Men (Uncanny) 140	25	76.50	••
X-Men (Uncanny) 141	35	55	158.50
X-Men (Uncanny) 165	5	••	31
X-Men (Uncanny) 171	8	42	••
X-Men (Uncanny) 180	4	••	27
X-Men (Uncanny) 196	4	••	••
X-Men (Uncanny) 201	6	••	26
X-Men (Uncanny) 210	7.50	20.50	••
X-Men (Uncanny) 211	7.50	32	61
X-Men (Uncanny) 212	12	••	44.50
X-Men (Uncanny) 213	12	22	••
X-Men (Uncanny) 221	6	38	••
X-Men (Uncanny) 222	6	20	31
X-Men (Uncanny) 240	3	••	••
X-Men (Uncanny) 248	10	51	••
X-Men (Uncanny) 266	20	••	92
X-Men (Uncanny) 283	8	••	••
X-Men (Uncanny) 325	4	••	••
X-Men (Uncanny) 342B	14	••	••
SIRIUS			
Dawn: As Deep As... 1/2B	N/A	••	••
Dawn Presents Drama 1	N/A	••	••
Drama 1A	N/A	••	••
Dreams of Dawn 1/2A	12	••	12.50
Dreams of Dawn 1/2B	N/A	••	••

CHECKLIST OF BOOKS YOU SHOULD GET PROFESSIONALLY GRADED

Welcome to the graded checklist section! We thought it would be fitting if this was modeled after a financial grading system, being that these comics ARE investments! We'll be using grades AAA, AA, A, and B. AAA books represent the surest investment of exceptional quality; AA is a high-quality, strong investment; the long-term risks appear larger than that of AAA books; an A book is a good investment of upper-medium quality whose returns in the present may affect future worth; B books are adequate, medium-quality investments that may be profitable over a great length of time. Hang out, go get 'em!

TITLE & ISSUE # (PUBLISHER)

AAA

- ❒ Cerebus #1 (Aardvark-Vanaheim)
- ❒ The Dark Knight Returns #1 (DC Comics)
- ❒ Giant-Size X-Men #1 (Marvel)
- ❒ Green Lantern #76 (DC Comics)
- ❒ House of Secrets #92 (DC Comics)
- ❒ Incredible Hulk #181 (Marvel)
- ❒ Primer #2 (1st Grendel) (Comico)
- ❒ Sandman #1 (Vertigo/DC)
- ❒ Spider-Man #11 (Marvel)
- ❒ Star Wars #1B (Marvel)
- ❒ X-Men (Uncanny) #94 (Marvel)
- ❒ Watchmen #1 (DC Comics)

AA

- ❒ Amazing Spider-Man #252 (Marvel)
- ❒ Amazing Spider-Man #300 (Marvel)
- ❒ Animal Man #1 (DC Comics)
- ❒ Avengers (vol. 3) #1 (Marvel)
- ❒ Batman #404 (DC Comics)
- ❒ Batman #405 (DC Comics)
- ❒ Batman #406 (DC Comics)
- ❒ Batman #407 (DC Comics)
- ❒ Batman #428 (DC Comics)
- ❒ Batman: Vengeance of Bane (DC Comics)
- ❒ Bone #1 (Cartoon Books)
- ❒ Caliber Presents #1 (Caliber)
- ❒ Captain America (vol. 3) #1 (Marvel)
- ❒ Creatures of the ID #1 (Caliber)
- ❒ Crisis on Infinite Earths #7 (DC Comics)
- ❒ Crisis on Infinite Earths #8 (DC Comics)
- ❒ Cry for Down #1A (Cry for Down)
- ❒ Cyblade/Shi Special (1st Witchblade) (Image/Top Cow/Crusade)
- ❒ Daredevil (vol. 2) #1 (Marvel)
- ❒ Daredevil #158 (Marvel)
- ❒ Daredevil #168 (Marvel)
- ❒ Daredevil #181 (Marvel)
- ❒ Dark Horse Presents #1 (Dark Horse)
- ❒ The Dark Knight Returns #2 (DC Comics)
- ❒ The Dark Knight Returns #3 (DC Comics)
- ❒ The Dark Knight Returns #4 (DC Comics)
- ❒ Darkness #1 (Image)
- ❒ DC Comics Presents #26 (DC Comics)
- ❒ Deathmate Black #1 (Image/Valiant)
- ❒ Elseworlds: 80-Page Giant #1 (DC Comics)
- ❒ Fantastic Four (vol. 3) #1 (Marvel)
- ❒ From Hell #1 (Mad Love/Tundra)
- ❒ Green Lantern (vol. 2) #50 (DC Comics)
- ❒ Grendel #1 (Comico)
- ❒ Grendel #2 (Comico)
- ❒ Grendel #3 (Comico)
- ❒ Hellblazer #41 (DC Comics)
- ❒ Incredible Hulk #182 (Marvel)
- ❒ Incredible Hulk #330 (Marvel)
- ❒ Iron Fist #14 (Marvel)
- ❒ Iron Man #55 (Marvel)
- ❒ Justice League #3A (DC Comics)
- ❒ Kingdom Come #1 (DC Comics)
- ❒ Kingdom Come #2 (DC Comics)
- ❒ Kingdom Come #3 (DC Comics)
- ❒ Kingdom Come #4 (DC Comics)
- ❒ Knights of the Dinner Table #1 (Kenzer & Co.)
- ❒ Marvel Spotlight #5 (Marvel)
- ❒ Marvel Super-Heroes Secret Wars #8 (Marvel)
- ❒ Marvel Team-Up #53 (Marvel)
- ❒ Marvels #1 (Marvel)
- ❒ Marvels #2 (Marvel)
- ❒ Marvels #3 (Marvel)
- ❒ Marvels #4 (Marvel)
- ❒ Milk and Cheese #1A (Slave Labor)
- ❒ Miracleman #1 (Eclipse)
- ❒ Miracleman #14 (Eclipse)
- ❒ Miracleman #15 (Eclipse)
- ❒ Miracleman #16 (Eclipse)
- ❒ New Mutants #87 (Marvel)
- ❒ Preacher #1 (Vertigo/DC)
- ❒ Primer #2 (Comico)
- ❒ The Punisher (vol. 4) #1 (Marvel)
- ❒ Rising Stars #1 (Image/Top Cow)
- ❒ Saga of the Swamp Thing #20 (DC Comics)
- ❒ Sandman #8A (Vertigo/DC)
- ❒ Spawn #1 (Image/TMP)
- ❒ Star Wars #1A (Marvel)
- ❒ Superman #75 (vol. 2) (DC Comics)
- ❒ Transformers #1 (Marvel)
- ❒ Venom #1B (Marvel)
- ❒ Watchmen #2 (DC Comics)
- ❒ Watchmen #3 (DC Comics)
- ❒ Watchmen #4 (DC Comics)
- ❒ Watchmen #5 (DC Comics)
- ❒ Watchmen #6 (DC Comics)
- ❒ Watchmen #7 (DC Comics)
- ❒ Watchmen #8 (DC Comics)
- ❒ Watchmen #9 (DC Comics)
- ❒ Watchmen #10 (DC Comics)
- ❒ Watchmen #11 (DC Comics)
- ❒ Watchmen #12 (DC Comics)
- ❒ Wolverine #10 (Marvel)
- ❒ Wolverine (Mini-series) #1 (Marvel)
- ❒ Wolverine (Mini-series) #2 (Marvel)
- ❒ Wolverine (Mini-series) #3 (Marvel)
- ❒ Wolverine (Mini-series) #4 (Marvel)
- ❒ X-Men (Uncanny) #95 (Marvel)
- ❒ X-Men (Uncanny) #100 (Marvel)
- ❒ X-Men (Uncanny) #111 (Marvel)
- ❒ X-Men (Uncanny) #114 (Marvel)
- ❒ X-Men (Uncanny) #120 (Marvel)
- ❒ X-Men (Uncanny) #121 (Marvel)
- ❒ X-Men (Uncanny) #122 (Marvel)
- ❒ X-Men (Uncanny) #134 (Marvel)
- ❒ X-Men (Uncanny) #135 (Marvel)
- ❒ X-Men (Uncanny) #136 (Marvel)
- ❒ X-Men (Uncanny) #141 (Marvel)
- ❒ X-Men (Uncanny) #142 (Marvel)
- ❒ X-Men (Uncanny) #143 (Marvel)
- ❒ X-Men (Uncanny) #248 (Marvel)
- ❒ X-Men (Uncanny) #266 (Marvel)

A

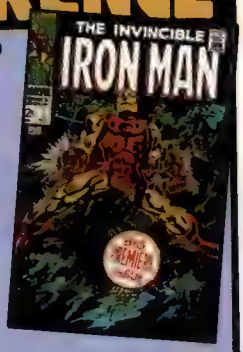
- ❒ 100 Bullets #1 (Vertigo/DC)
- ❒ Alpha Flight #51 (1st Jim Lee Marvel work) (Marvel)
- ❒ Amazing Spider-Man #238 (Marvel)
- ❒ Amazing Spider-Man #298 (Marvel)
- ❒ Astonishing Tales #25 (Marvel)
- ❒ Astro City #2 (Mini-series) (Image)
- ❒ Astro City #3 (Mini-series) (Image)
- ❒ Astro City #4 (Mini-series) (Image)
- ❒ Astro City #5 (Mini-series) (Image)
- ❒ Avengers (vol. 3) #12B (Marvel)
- ❒ Batgirl #1 (DC Comics)
- ❒ Batgirl #2 (DC Comics)
- ❒ Batman #366 (DC Comics)
- ❒ Batman: Black & White #1 (DC Comics)
- ❒ Batman: Black & White #2 (DC Comics)
- ❒ Batman: Black & White #3 (DC Comics)
- ❒ Batman: Black & White #4 (DC Comics)
- ❒ Batman: Legends of the Dark Knight #120 (DC Comics)
- ❒ Batman: The Long Halloween #1 (DC Comics)
- ❒ Batman: Shadow of the Bat #83 (DC Comics)
- ❒ Coyote #11 (Epic)
- ❒ Crimson #1B (WildStorm/Image)
- ❒ Crisis on Infinite Earths #1 (DC Comics)
- ❒ Crisis on Infinite Earths #12 (DC Comics)
- ❒ Cry For Down #1 (Cry For Down)
- ❒ Death: High Cost of Living #1 (Vertigo/DC)
- ❒ Earth X #1 (Marvel)
- ❒ Elseworld's Finest #1 (DC Comics)
- ❒ Elseworld's Finest #2 (DC Comics)
- ❒ Empire #1 (Image)
- ❒ Evil Ernie #1A (Eternity)
- ❒ Fantastic Four (vol. 2) #1 (Marvel)
- ❒ Fantasy Quarterly #1 (1st Elliquest) (IPS)
- ❒ Fathom #1 (Image/Top Cow)
- ❒ Final Night #4 (DC Comics)
- ❒ G.I. Joe #21 (Marvel)
- ❒ G.I. Joe #60 (Marvel)
- ❒ Grafik Muzik #1 (1st Frank Einstein) (Caliber)
- ❒ Greed #1 (1st Milk and Cheese) (Bleak House)
- ❒ Green Arrow: The Longbow Hunters #1 (DC Comics)
- ❒ Incredible Hulk #1 (Marvel)
- ❒ Incredible Hulk #180 (Marvel)
- ❒ Incredible Hulk #324 (Marvel)
- ❒ Incredible Hulk #331 (Marvel)
- ❒ Incredible Hulk #332 (Marvel)
- ❒ Incredible Hulk #333 (Marvel)
- ❒ Incredible Hulk #334 (Marvel)
- ❒ Incredible Hulk #336 (Marvel)
- ❒ Incredible Hulk #337 (Marvel)
- ❒ Incredible Hulk #338 (Marvel)
- ❒ Incredible Hulk #339 (Marvel)
- ❒ Incredible Hulk #341 (Marvel)
- ❒ Incredible Hulk #342 (Marvel)
- ❒ Incredible Hulk #343 (Marvel)
- ❒ Incredible Hulk #344 (Marvel)
- ❒ Incredible Hulk #345 (Marvel)
- ❒ Incredible Hulk #346 (Marvel)
- ❒ Incredible Hulk #449 (Marvel)
- ❒ Infinity, Inc. #13 (DC Comics)
- ❒ Infinity, Inc. #14 (DC Comics)
- ❒ Iron Man #1 (vol. 3) (Marvel)
- ❒ Justice League International #24 (DC Comics)
- ❒ Kabuki: Circle of Blood #1 (Caliber)
- ❒ Kingdom #1 (DC Comics)
- ❒ Legends #6 (DC Comics)
- ❒ Magdalena #1 (Image)
- ❒ Marvel Boy #1A (Marvel)
- ❒ Miracleman #2 (Eclipse)
- ❒ Miracleman #3 (Eclipse)
- ❒ Miracleman #4 (Eclipse)
- ❒ Miracleman #5 (Eclipse)
- ❒ Miracleman #6 (Eclipse)
- ❒ Miracleman #7 (Eclipse)
- ❒ Miracleman #8 (Eclipse)
- ❒ Miracleman #9 (Eclipse)
- ❒ Miracleman #10 (Eclipse)
- ❒ Miracleman #11 (Eclipse)
- ❒ Miracleman #12 (Eclipse)
- ❒ Miracleman #13 (Eclipse)
- ❒ Miracleman #17 (Eclipse)
- ❒ Miracleman #18 (Eclipse)
- ❒ Miracleman #19 (Eclipse)
- ❒ Miracleman #20 (Eclipse)
- ❒ Miracleman #21 (Eclipse)
- ❒ Miracleman #22 (Eclipse)
- ❒ Miracleman #23 (Eclipse)
- ❒ Miracleman #24 (Eclipse)
- ❒ More Than Mortal #1 (Liar)
- ❒ Mystic #1 (CrossGen)
- ❒ New Mutants #86 (Marvel)
- ❒ New Mutants #98 (Marvel)
- ❒ New Mutants #100 (Marvel)
- ❒ Omega Men #3 (1st Lobo) (DC Comics)
- ❒ Planetary #1 (DC Comics/WildStorm)
- ❒ Powerpuff Girls #1 (DC Comics)
- ❒ Powers #1 (Image)
- ❒ Punisher War Journal #6 (Marvel)
- ❒ Punisher War Journal #7 (Marvel)
- ❒ Shi: The Way of the Warrior #1 (Crusade)
- ❒ Spyboy #1 (Dark Horse)
- ❒ Superman: The Wedding Album (DC Comics)
- ❒ Tales of the New Teen Titans #44 (DC Comics)
- ❒ Terminator: The Burning Earth #13 (Now)
- ❒ Thor #337 (Marvel)
- ❒ Tom Strong #1 (DC Comics/WildStorm)
- ❒ Top 10 #1 (DC Comics/WildStorm)
- ❒ Transformers: Generation Two #1 (Marvel)
- ❒ Transmetropolitan #1 (Vertigo/DC)
- ❒ Vampirella #1 (Mini-series) (Harris Comics)
- ❒ Visions #1 (1st Flaming Carrot) (Vision)
- ❒ Witchblade #500 (Image/Top Cow)
- ❒ Witchblade vs. Darkness #1/2 (Image/Top Cow)
- ❒ WildC.A.T.s #1 (Image/WildStorm)
- ❒ WildC.A.T.s #2 (Image/WildStorm)
- ❒ Wolverine #17 (Marvel)
- ❒ X-Force #1 (Marvel)
- ❒ X-Men #53 (Marvel)
- ❒ X-Men (Uncanny) #212 (Marvel)
- ❒ X-Men (Uncanny) #256 (Marvel)
- ❒ X-Men (Uncanny) #257 (Marvel)
- ❒ X-Men (Uncanny) #258 (Marvel)
- ❒ X-Men (Uncanny) #267 (Marvel)
- ❒ X-Men (Uncanny) #268 (Marvel)
- ❒ X-Men (Uncanny) #269 (Marvel)
- ❒ X-Men (Uncanny) #270 (Marvel)
- ❒ X-Men (Uncanny) #271 (Marvel)
- ❒ X-Men (Uncanny) #272 (Marvel)
- ❒ X-Men (Uncanny) #273 (Marvel)
- ❒ X-Men (Uncanny) #274 (Marvel)
- ❒ X-Men (Uncanny) #275 (Marvel)
- ❒ X-Men (Uncanny) #276 (Marvel)
- ❒ X-Men (Uncanny) #277 (Marvel)
- ❒ X-Men (Uncanny) #283 (Marvel)
- ❒ X-Men (Uncanny) #364 (Marvel)
- ❒ Youngblood #1 (Image)
- ❒ Zero Hour #0 (DC Comics)

B

- ❒ Art of Zen: Intergalactic Ninja #1 (Entity)
- ❒ Astonishing X-Men #1 (Marvel)
- ❒ Batman Chronicles #4 (DC Comics)
- ❒ Batman/Spawn: War Devil (DC Comics/Image/TMP)
- ❒ Buffy the Vampire Slayer #1 (Dark Horse)
- ❒ Captain America #241 (Marvel)
- ❒ Captain America Annual 8 (Marvel)
- ❒ Coven #1 (Awesome)
- ❒ Cry for Down #3 (Cry for Down)
- ❒ Cry for Down #4 (Cry for Down)
- ❒ Daredevil #248 (Marvel)
- ❒ Daredevil #249 (Marvel)
- ❒ Darker Image #1 (Image)
- ❒ Death: Time of Your Life #1 (Vertigo/DC)
- ❒ Destroyer Duck #1 (1st Groo) (Eclipse)
- ❒ Doctor Mid-Nite #1 (DC Comics)
- ❒ Fatale #1 (1st J.G. Jones work) (Broadway Comics)
- ❒ Flash #92 (vol.2) (1st Impulse) (DC Comics)
- ❒ Flash Annual #5 (Vol.2) (DC Comics)
- ❒ Grafik Muzik #2 (Caliber)
- ❒ Grafik Muzik #3 (Caliber)
- ❒ Grendel (vol. 2) #1 (Comico)
- ❒ Grendel (vol. 2) #2 (Comico)
- ❒ Grendel (vol. 2) #3 (Comico)
- ❒ Grendel (vol. 2) #4 (Comico)
- ❒ Grendel (vol. 2) #5 (Comico)
- ❒ Grendel (vol. 2) #6 (Comico)
- ❒ Grendel (vol. 2) #7 (Comico)
- ❒ Grendel (vol. 2) #8 (Comico)
- ❒ Grendel (vol. 2) #9 (Comico)
- ❒ Grendel (vol. 2) #10 (Comico)
- ❒ Grendel (vol. 2) #24 (Comico)
- ❒ Homage Swimsuit Special #1 (1st J.S. Campbell work) (Image)
- ❒ The Maxx #1 (Image)
- ❒ New Year's Evil: Prometheus (DC Comics)
- ❒ Next Men #21 (1st Hellboy) (Dark Horse)
- ❒ Prophet #1 (Image)
- ❒ Punisher War Journal #1 (Marvel)
- ❒ Razor Annual #1 (London Night Studios)
- ❒ Sentry #1 (Marvel)
- ❒ Spawn/Batman: Red Score (Image/TMP/DC Comics)
- ❒ Squadron Supreme #1 (Marvel)
- ❒ Steampunk #1 (DC Comics/WildStorm)
- ❒ Transformers: Generation Two #2 (Marvel)
- ❒ Transformers: Generation Two #3 (Marvel)
- ❒ Transformers: Generation Two #4 (Marvel)
- ❒ Transformers: Generation Two #5 (Marvel)
- ❒ Transformers: Generation Two #6 (Marvel)
- ❒ Transformers: Generation Two #7 (Marvel)
- ❒ Transformers: Generation Two #8 (Marvel)
- ❒ Transformers: Generation Two #9 (Marvel)
- ❒ Transformers: Generation Two #10 (Marvel)
- ❒ Transformers: Generation Two #11 (Marvel)
- ❒ Transformers: Generation Two #12 (Marvel)
- ❒ Xena: Warrior Princess #1 (Topps)
- ❒ Young Justice #1 (DC Comics)

WHATADIFFERENCE

IRON MAN (vol. 1) #1 currently guides for $350 at Near Mint. But donning a CGC case makes this comic almost as powerful as Tony when he dons his solar-charged, steel-mesh armor. We've rated the value of *IM* #1 at different CGC grades by Shellhead's armor; the higher the price, the higher the tech.



CGC GRADE: 9.0
$400

CGC GRADE: 9.4
$1,126

CGC GRADE: 9.6
$1,525

KEY: AAA=The best AA=Really good A=Pretty good B=Okay

Gate crasher

BLACK BULL

6

MARK TEXEIRA Cover!

ON SALE NOV. 29th!

written by
MARK WAID &
JIMMY PALMIOTTI

art by
AMANDA CONNER,
JIMMY PALMIOTTI &
PAUL MOUNTS

GATECRASHER
Ring of Fire
(The First Mini-Series)
TRADE PAPERBACK
Featuring an introduction by
GARTH ENNIS
and a cover by
ADAM HUGHES

ON SALE NOW!

TRADING CARD PRICE GUIDE

WHAT YOUR TRADING CARDS WOULD BE WORTH IF MOM DIDN'T THROW THEM OUT

Because YOU demanded it, the return of the Trading Card Price Guide! That's right. Of all the specialty guides we've done so far, this is one of our favorites to present, and one of yours, too, judging from the mail. Cards tend to lose heat more quickly than other collectibles, but they're plentiful and kids love 'em. So enjoy!

Photo: Paul Schinaldi

ADVENTURES OF BATMAN AND ROBIN

SKYBOX (1995)

Full Set (90)	10.00
3-Card Dark Knight Set	20.00
9-Card Foil Set	30.00
12-Card Pop-Up Set	30.00
Single Cards	0.10

AKIRA

CORNERSTONE (1994)

Full Set (100)	20.00
Prism Card (1)	25.00
Single Cards	0.20

AMALGAM

FLEER/SKYBOX (1996)

Full Set (90)	15.00
6-Card Holo-Pix Set	25.00
9-Card Canvas Set	20.00
9-Card Power Blast Set	18.00
Single Cards	0.15

ANGEL

INKWORKS (2000)

Full Set (90)	20.00
9-Card Puzzle Set	63.00
6-Card I Love LA Set	45.00
Promo AP1	2.00
Promo AP2	4.00
Promo AP3 (UK)	10.00
Single Cards	0.20

ANIMAL MYSTIC

COMIC IMAGES (1996)

Full Set (90)	20.00
6-Card Glow-In-The-Dark Set	25.00
Single Glow-In-The-Dark Cards	5.00
9-Card Chase Set	25.00
Autographed Card (1)	40.00
Single Cards	0.20

ART OF HEAVY METAL

COMIC IMAGES (1995)

Full Set (90)	15.00
6-Card Chrome Set	25.00
Single Chrome Cards	5.00
Single Cards	0.15

BATMAN

TOPPS

SERIES A (1966)

Full Set (44)	150.00
Single Cards	3.50

SERIES B, BLUE CAPE (1966)

Full Set (44)	150.00
Single Cards	3.50

SERIES B, PUZZLE (1966)

Full Set (44)	175.00
Single Cards	4.00

BATMAN/ORANGE BACK (1966)

Full Set (55)	150.00
Single Cards	3.00

BATMAN/RIDDLER (1966)

Full Set (38)	250.00
Single Cards	7.00

BATMAN MOVIE (1989)

Full Set (132 Cards/22 Stickers)	20.00
Full Card Set (132)	15.00
Full Sticker Set (22)	5.00
Factory Glossy Set	25.00
Single Cards	0.12
Single Stickers	0.25

BATMAN/RIDDLER (1966)

Full Set (132 Cards/22 Stickers)	12.50
Full Card Set (132)	8.00
Full Sticker Set (22)	4.50
Factory Glossy Set	25.00
Single Cards	0.05
Single Stickers	0.20

BATMAN RETURNS (1992)

Full Set (88)	12.00
10-Card Stadium, Insert Set (A-J)	5.00
Single Cards	0.10

BATMAN RETURNS STADIUM CLUB (1992)

Full Set (100)	15.00
Promo Card (1)	1.50
Single Cards	0.15

BATMAN THE ANIMATED SERIES (1993)

Full Set (100)	12.00
6-Card Cel Set	35.00
Single Cards	0.12

BATMAN THE ANIMATED SERIES: SERIES TWO (1994)

Full Set (100)	12.00
4-Card Cel Set	30.00
Autographed Card–Danny Devito	25.00
Single Cards	0.12

BATMAN: SAGA OF THE DARK KNIGHT (1994)

Full Set (100)	25.00
5-Card Spectra-Etch Set	25.00
SkyDisc	75.00
Single Cards	0.25

BATMAN FOREVER ULTRA (1995)

FLEER

Full Set (120)	12.00
2-Card Video Set	7.00
10-Card Animation Set	15.00
36-Card Hologram Set	35.00
Single Cards	0.10

BATMAN FOREVER METAL (1995)

Full Set (100)	25.00
Full Silver Flashers Set (100)	90.00
4-Card 3-D Hologram Set	35.00
8-Card Movie Preview Set	20.00
10-Card Gold Blasters Set	20.00
Video Game Card (1)	4.00
Single Cards	0.25

BATMAN MASTER SERIES (1996)

SKYBOX

Full Set (90)	20.00
Full Artists' Proof Set (90)	75.00
2-Card Chromium Set	20.00
2-Card Clear Chromium Set	40.00
6-Card Spectra-Etch Set	35.00
10-Card Master Villain Set	40.00
Two-Face Skymotion Card	20.00
Single Cards	0.20

BATMAN HOLO-SERIES (1996)

FLEER

Full Gold Set (50)	40.00
Full Silver Set (50)	35.00
Parallel Foil set Set (54)	100.00
4-Card Silver Holoaction Set	20.00
4-Card Gold Holoaction Set`	30.00
6-Card DC Overpower Set	60.00
HoloCel Card	25.00
Single Silver Cards	0.50
Single Gold Cards	0.50

BATMAN & ROBIN (1997)

SKYBOX

Full Set (66)	15.00
Story Board Art Set (24)	20.00
Character Profile Set (12)	25.00
Mini Poster Set (6)	20.00
Celluloid Action Set (6)	50.00
Autographed Card (Arnold Schwarzenegger)	200.00
Autographed Card (George Clooney)	200.00
Autographed Card (Chris O'Donnell)	150.00
Other Autographed Cards	100.00
Single Cards	0.25

BONE

COMIC IMAGES (1994)

Full Set (90)	10.00
3-Card Cover Art Set	20.00
6-Card Chromium Set	40.00
Medallion Card	20.00
Jeff Smith Signed Sketch Card	40.00
Single Cards	0.10

SERIES TWO (1995)

Full Set–All Chromium (90)	20.00
3-Card Cover Art Set	30.00
6-Card MagnaChrome	40.00
Medallion Card	20.00
Jeff Smith Signed Sketch Card	40.00
Single Cards	0.25

SERIES THREE (1996)

Full Set (90)	10.00
3-Card Villains Set	30.00
6-Card Cover Art Set	40.00
Box Bonus Card	3.00
Jeff Smith Signed Sketch Card	40.00
Single Cards	0.10

BUFFY THE VAMPIRE SLAYER

INKWORKS

SEASON ONE (1998)

Full Set (72)	35.00
The Chosen One Set (9)	50.00
The Chosen One Singles	6.00
Slayer Kit Set (6)	60.00
Slayer Kit Singles	10.00
How to Kill a Vampire Card	25.00
Promo Card BP1	5.00
Promo Card BP2	5.00
Promo Card MS1	15.00
Autographed Card A1 (Producer Joss Whedon)	65.00
Autographed Card A2 (David "Angel" Boreanaz)	250.00
Autographed Card A3 (Allison "Willow" Hannigan)	250.00
Autographed Card A4 (Mark "The Master" Metcalf)	65.00
Single Cards	0.35

SEASON TWO (1999)

Full Set (90)	20.00
Dark Destiny Set (9)	40.00
Dark Destiny Singles	4.50
Love Bites Set (6)	30.00
Love Bites Singles	5.00
How to Lose Your Soul Card	20.00
Promo Card BP1	2.50
Promo Card BP2	15.00
Promo Card BL1	2.50
Autographed Card A5 (Charisma "Cordelia" Carpenter)	250.00
Autographed Card A6 (Anthony "Giles" Head)	75.00
Autographed Card A7 (John "Ted" Ritter)	60.00
Autographed Card A8 (Robia "Jenny" LaMorte)	60.00
Single Cards	0.20

SEASON THREE (1999)

Full Set (90)	15.00
Graduation Day Set (9)	25.00
Graduation Day Singles	3.00
Future Is Ours Set (6)	25.00
Future Is Ours Singles	4.50
Forever Friends Set (3)	35.00
Forever Friends Singles	12.00
Autographed Card A9 (Bianca "Kendra" Lawson)	60.00
Autographed Card A10 (Julie "Darla" Benz)	60.00
Autographed Card A11 (Nicholas "Xander" Brendon)	65.00
Autographed Card A12 (James "Spike" Marsters)	75.00
Autographed Card A13 (Juliet "Drusilla" Landau)	65.00
Autographed Card A14 (Kristine "Joyce" Sutherland)	55.00
Autographed Card A15 (Eliza "Faith" Dushku)	80.00
Full Autographed Set (15)	1500.00
Promo Card BL2	2.50
Promo Card B3-1	2.50
Promo Card B3-2	5.00
Promo Card B3-3	2.50
Promo Card B3-4	2.50
Promo Card B3-5	10.00
Promo Card B3-SC	2.50
Promo Card SD-1999	5.00
Promo Card WC-1999	10.00
Promo Card SFX1	5.00
Single Cards	0.20

REFLECTIONS: THE HIGH SCHOOL YEARS (2000)

Full Set (72)	30.00
Portrait of a Slayer Puzzle Set (9)	62.00
Portrait of a Slayer Singles	8.00
Slayer's Journal Set (6)	60.00
Slayer's Journal Singles	10.00
Autographed Card (Anthony Stewart Head)	75.00
Autographed Card (Eliza Dushku)	70.00
Autographed Card (Armin Shimmerman)	65.00
Autographed Card (Harry Groener)	60.00
Autographed Card (Serena Scott Thomas)	80.00
Autographed Card (Juliet Landau)	65.00
Single Cards	0.25

SEASON FOUR (2000)

Full Set (90)	20.00
New Beginnings Puzzle Set (9)	62.00
New Beginnings Singles	8.00
The Ritual of Enjoining Set (6)	45.00
The Ritual of Enjoining Singles	9.00
Promo Card B4-0	2.00
Promo Card B4-1	2.00
Promo Card B4-2	2.00
Promo Card B4-3 (UK)	8.00
Promo Card BL-4	6.00
Autographed Card (Emma Caulfield)	75.00
Autographed Card (Lindsay Crouse)	60.00
Autographed Card (Danny Strong)	60.00
Autographed Card (Adam Kaufman)	60.00
Autographed Card (Marc Blucas)	75.00
Single Cards	0.20

OFFICIAL PHOTO CARDS (1999)

Full Set (54)	20.00
Chase Card Set (6)	60.00
Chase Card Singles	10.00
Single Cards	0.50

CAPTAIN AMERICA

COMIC IMAGES (1990)

Full Set (45)	12.00
Single Cards	0.25

COMIC BOOK HEROES

TOPPS (1975)

Full Set (40)	125.00
Stickers Set (9)	25.00
Single Cards	3.25

COMIC COVER STICKERS

TOPPS (1970)

Full Set (44)	350.00
Single Cards	8.00

COMIC CREATORS

ECLIPSE (1992)

Full Set (110)	14.00
Single Cards	0.15

COMIC IMAGES SUPREME
COMIC IMAGES (1996)
Full Set (90) 15.00
Chromium Set (9) 50.00
Autographed Card 50.00
Single Cards 0.25

COMICS FUTURE STARS
MAJESTIC (1993)
Full Set (100) 12.00
Litho Set (8) 16.00
SP Set (5) 25.00
MVP Card (1) 10.00
Single Cards 0.12

CONAN
COMIC IMAGES (1988)
Full Set (50) 15.00
Single Cards 0.30

CONAN CHROMIUM
COMIC IMAGES (1993)
Full Set (90) 25.00
6-Card Prism Set 45.00
Single Cards 0.35
SERIES TWO (1994)
Full Set (90) 25.00
Variant Set (50) 50.00
6-Card Prism Set 10.00
Single Prism Cards 3.00
Single Cards 0.25
SERIES THREE (1995)
Full Set (90) 30.00
6-Card Magnachrome Set 35.00
3-Card Chase Set 30.00
Medallion Card (1) 25.00
Single Cards 0.35

CONAN: THE MARVEL YEARS
COMIC IMAGES (1996)
Full Set (90) 15.00
6-Card Magna Chrome Set 30.00
3-Card Conan the Savage Set 30.00
Autographed Card 40.00
Single Cards 0.15

CREATORS MASTER SERIES
SKYBOX (1995)
Full Set (90) 15.00
5-Card Embossed Spectre Set 40.00
Single Cards 0.15

CREATORS UNIVERSE
DYNAMIC (1996)
Full Set (100) 10.00
5-Card Checklist Set 25.00
3-Card Titanium Set 5.00
Single Titanium Cards 2.00
Single Cards 0.10

CYBERFORCE
TOPPS (1995)
Full Set (72) 20.00
18-Card Cyber Optics Set 36.00
6-Card Cyber Matrix Set 40.00
Clearzone Triptych Set 25.00
Single Cards 0.20

CYBERFORCE SUMMER
INTREPID (1996)
Full Set (90) 15.00
3-Card Overheat Set 20.00
6-Card Red Hot Set 18.00
9-Card Creator Series Set 50.00
Single Cards 0.15

DARKCHYLDE
KROME (1997)
Full Set (50) 25.00
ClearChrome Set (6) 25.00
Sticker Set (50) 40.00
Single Cards 0.50

DAWN
COMIC IMAGES
DAWN AND BEYOND (1995)
Full Set (90) 35.00
3-Card Rare Art Set 30.00
6-Card Magnachrome Set 40.00
6-Card Uncut Sheet 25.00
Single Cards 0.35
DAWN: ANOTHER CARD SET (1998)
SIRIUS
Full Set (72) 15.00
Autograph Card (Linsner) 50.00
Single Cards 0.20

DC
SKYBOX
COSMIC CARDS (1992)
Full Set (180) 10.00
10-Card Hologram Set 20.00
Box Set (4,500 ed.) 20.00
Single Cards 0.10
DC BLOODLINES (1993)
Full Set (81) 12.00
4-Card Chase Set 25.00
Redemption Card (1) 10.00
Exchange Card (1) 15.00
Single Cards 0.10
DC COSMIC TEAMS (1993)
Full Set (150) 15.00
6-Card Hologram Set 30.00
Single Cards 0.10
DC MASTER SERIES (1994)
Full Set (90) 20.00
Single Cards 0.25
4-Card Foil Set 20.00
5-Card Spectra-Foil Set 50.00
Superman SkyDisc 75.00
DC VERTIGO (1994)
Full Set (90) 20.00
6-Card Gold Foil Set 54.00
Death SkyDisc 75.00
Single Cards 0.25
DC VILLAINS (1995)
Full Set (90) 12.00
9-Card Spectra-Etch Set 55.00
SkyMotion Redemption Card 50.00
Single Cards 0.15
OUTBURST: DC FIREPOWER (1996)
Full Set (80) 16.00
2-Card HoloBurst Set 20.00
20-Card Maximum Firepower Set 20.00
Single Cards 0.20

DEATHMATE
UPPER DECK (1993)
Full Set (110) 10.00
6-Card Players of Deathmate Foil Set 10.00
Single Players of Deathmate Foils 2.00
8-Card Transitions Set 20.00
Single Transitions Cards 3.00
2-Card Death Set 12.00
Single Death Cards 6.00
Single Cards 0.10

DOOMSDAY: THE DEATH OF SUPERMAN
SKYBOX (1992)
Full Set (100) 20.00
Spectra Set (4) 25.00
Spectra Singles 7.50
Funeral For a Friend Set (9) 5.00
Funeral For a Friend Singles 0.60
Puzzle Set (2) 20.00
Puzzle Singles 10.00
Single Cards 0.20

DV8
WILDSTORM (1996)
Full Set (90) 20.00
9-Card Mini-Cel Set 27.00
8-Card Deviant/Oversize Set 32.00
Single Cards 0.25

EMPIRE STRIKES BACK
TOPPS (1980)
Full Set (132 Cards/33 Stickers, red) 90.00
Card Set (132) 50.00
Sticker Set (33) 50.00
Single Cards 0.40
Single Stickers 1.50
SERIES TWO (1980)
Full Set (132 Cards/33 Stickers, blue) 90.00
Card Set (132) 50.00
Sticker Set (33) 50.00
Single Cards 0.40
Single Stickers 1.50
SERIES THREE (1980)
Full Set (88 Cards/22 Stickers, yellow) 60.00
Card Set (88) 35.00
Sticker Set (22) 30.00
Single Cards 0.40
Single Stickers 1.50

EMPIRE STRIKES BACK (LARGE 5X7)
TOPPS (1981)
Full Test Set (30) 60.00
Single Test Cards 2.00
Full Set (30) 30.00
Single Cards 1.00

EMPIRE STRIKES BACK METALLIC
METALLIC IMAGES (1994)
Full Set (20) with Collector Tin 40.00
Single Cards 2.25

EMPIRE STRIKES BACK WIDEVISION
TOPPS (1995)
Full Set (144) 60.00
6-Card Movie Poster Set 50.00
Poster Single 10.00
10-Card Chrome Set 90.00
Chrome Single 10.00
Single Cards 0.50

EVIL ERNIE
KROME (1994)
Full Set (100) 30.00
5-Card Chromium Set 15.00
Single Chromium Cards 3.00
Single Cards 0.25
SERIES TWO (1995)
Full Set (100) 20.00
5-Card ClearChrome Set 30.00
Steven Hughes Signed Card 50.00
Brian Pulido Signed Card 50.00
Single Cards 0.20

EXCALIBUR
COMIC IMAGES (1990)
Full Set (45) 12.00
Single Cards 0.25

FAMOUS COMIC BOOK CREATORS
ECLIPSE (1992)
Full Set (110) 10.00

MARVEL VERSUS DC: CAPTAIN AMERICA/BATMAN
(FLAIR PROTOTYPE)

Autographed Card–Dixon 10.00
Single Cards 0.10

FLAIR MARVEL
FLEER (1994)
Full Set (150) 50.00
18-Card Power Blast Set 63.00
Single Cards 0.35

FLAIR MARVEL ANNUAL
FLEER (1995)
Full Set (150) 50.00
3-Card Deuo-Blasts Set 12.00
12-Card Chromium Set 30.00
12-Card Holoblast Set 35.00
24-Card Powerblast Set 35.00
Single Cards 0.35

FLAMING CARROT
COMIC IMAGES (1988)
Full Set (50) 10.00
Single Cards 0.20

GEN13
WILDSTORM (1995)
Full Set (107) 35.00
9-Card Gen-Active Set 75.00
9-Card Glow-in-the-Dark Set 75.00
Single Card 0.35
SERIES TWO (1996)
Full Set (90) 15.00
Storyboard Set (5) 25.00
Alloy Set (5) 25.00
Single Card 0.15
CLASSICS (1997)
Full Set (107) 20.00
9-Card Gen-Active Set 20.00
9-Card Glow-in-the-Dark Set 20.00
9-Card Game Set 75.00
Single Cards 0.20

GHOST
COMIC IMAGES (1997)
Full Set (72) 10.00
6-Card Chromium Set 45.00
Autographed Card 50.00
Single Cards 0.10

GHOST RIDER
COMIC IMAGES (1990)
Full Set (45) 10.00
Single Cards 0.25
SERIES TWO (1992)
Full Set (80) 10.00
Glow-In-The-Dark Set (10) 10.00
Single Cards 0.10

G.I. JOE
COMIC IMAGES (1987)
Full Set (55) 10.00
Single Cards 0.25
G.I. JOE SPECIAL FORCES (1991)
IMPEL
Full Set (200) 15.00
Single Card 0.10
G.I. JOE 30TH SALUTE (1994)
COMIC IMAGES
Full Set (90) 12.00
Chromium Set (6) 30.00
Chase Card Set (3) 30.00
Medallion Card (1) 20.00
Single Cards 0.15

GOLDEN AGE OF COMICS
COMIC IMAGES (1995)
Full Set (90) 25.00
Magnachrome Set (6) 25.00
Magnachrome Singles 4.00
Schomberg Set (3) 25.00
Medallion Card (1) 20.00
Autographed Card 45.00
Single Cards 0.25

GROO
WILDSTORM (1995)
Full Set (153) 20.00
9-Card Images of Groo Set 45.00
Single Cards 0.15

HEAVY METAL
COMIC IMAGES (1996)
Full Set (90) 15.00
Chromium Covers Set (6) 36.00
Calander Set (3) 30.00
Autographed Card 50.00
Bonus Card #0 ..... 5.00
Single Cards 0.25
HEAVY METAL COVERS (1991)
Full Set (90) 18.00
Single Cards 0.20
HEAVY METAL FAKK 2 ROUGH CUT (1998)
Full Set (72) 15.00
Single Cards 0.20

HEROIC ORIGINS
COMIC IMAGES (1988)
Single Cards 0.10

HOWARD THE DUCK
TOPPS (1986)
Full Set (27) 10.00
Single Cards 0.10

IMAGE UNIVERSE
TOPPS (1995)
Full Set (90) 15.00
6-Card Clear Zone Set 30.00
6-Card "I" HoloChrome Set 30.00
6-Card "D" HoloChrome Set 30.00
Single Cards 0.15

INCREDIBLE HULK
DRAKE (1978)
Full Set (24) 150.00
Single Cards 6.50
TOPPS (1979)
Full Set (88) 12.50
Sticker Set (22) 7.50
Single Stickers 0.35
Single Cards 0.15
COMIC IMAGES (1991)
Full Set (90) 10.00
Single Cards 0.10

JACK KIRBY ARCHIVES
COMIC IMAGES (1994)
Full Set (90) 12.00
Chrome Set (6) 20.00
Chrome Singles 3.00
Villians Set (3) 15.00
Medallion Card 12.00
Single Cards 0.15

JOHN BYRNE'S NEXT MEN
DARK HORSE (1994)
Full Set (12) 12.00
Single Cards 1.00

KINGDOM COME EXTRA
SKYBOX (1996)
Full Set (50) 20.00
3-Card Kingdom Classics Set 12.00
3-Card Mini Posters Set 12.00
6-Card Original Pieces Set 30.00
16-Card Sketchboards Set 8.00
Alex Ross Signed Card 60.00
Mark Waid Signed Card 55.00
Single Cards 0.50

LADY DEATH
KROME (1994)
Full Set (90) 45.00
5-Card Cel Set 25.00
Single Cels 5.00
Mystery Card 10.00
Brian Pulido Signed Card 50.00
Single Cards 0.50
SERIES TWO (1995)
Full Set (100) 40.00
Full Chromium Sticker Set (100) 25.00
Triptych Set 25.00
5-Card Chromium Set 50.00
Mystery Card 20.00
Pulido/Hughes Signed Card 60.00
Single Cards 0.50
SERIES THREE (1996)
Full Set (90) 45.00
5-Card Fractal Chromium Set 40.00
5-Card Oversized Set 45.00
ClearChrome Parallel Set (90) 90.00
HoloChrome Parallel Set (90) 100.00
Mystery Blackmask Set (90) 75.00
Hughes/Pulido Signed Card 55.00
Single Cards 0.50
MEGA CHROMIUM (1997)
Full Set (35) 50.00
5-Card Chromium Set 40.00
5-Card Fractal Set 50.00
Single Cards 1.50
WICKED WAYS (1997)
Full Set (90) 36.00
6-Card Chromium Set 50.00
4-Card Mega Chromium Set 50.00
Halloween Set (50) 200.00
Single Cards 0.40

LADY DEATH: NIGHT GALLERY
COMIC IMAGES (2000)
Full Set (72) 15.00
6-Card Gold Chase Set 35.00
Single Gold Chase Cards 6.00
Sketch Card 60.00
Signature Card 50.00
Etched Chrome Promo P1 ..... 2.50
Etched Chrome Promo P2 ..... 2.50
Single Cards 0.25

LOIS & CLARK: NEW ADVENTURES OF SUPERMAN
SKYBOX (1995)
Full Set (90 Cards/6 Tattoos) 18.00
6-Card HoloChip Set 30.00
HoloChip Singles 5.00

9-Card Foil Set 40.00
Single Tattoos 0.50
Promo #1 ....2.50
Single Cards 0.15

MARVEL FIRST COVERS

COMIC IMAGES (1991)

Full Set (100) 12.00
Single Cards 0.15

MARVEL MASTERPIECES

SKYBOX (1992)

Full Set (100) 35.00
Factory Tin Set (107) 75.00
5-Card Spectra-Etch Set 50.00
Single Cards 0.25

SERIES TWO (1993)

Full Set (90) 35.00
8-Card Dyno-Etch Set 60.00
Single Cards 0.25

1994 SERIES

Full Set (140) 22.00
Foil Signature Set (140) 100.00
10-Card Holofoil Set 20.00
Holofoil Singles 2.50
9-Card Power Blast Set 25.00
Single Cards 0.15

1995 SERIES

Full Set (150) 28.00
Full E-Motion Set (150) 75.00
2-Card Mirage Set 100.00
8-Card HoloFlash Set 45.00
24-Card Canvas Set 45.00
Single Cards 0.20

1996 SERIES

Full Set (100) 40.00
6-Card Double Embossed Set 35.00
6-Card Masterpiece Gallery Set 25.00
Single Cards 0.40

MARVEL SKETCHAGRAPHS

SKYBOX (1997-1998)

SILVER AGE SERIES

Stan Lee
Spider-Man 250.00

John Romita Sr.
Captain America 150.00
Daredevil 120.00
Dr. Doom 150.00
Green Goblin 100.00
Gwen Stacy 80.00
Iceman 120.00
J. Jonah Jameson 120.00
Kingpin 40.00
J. Jonah Jameson 120.00
Mary Jane 80.00
Norman Osborn 120.00
Rhino 35.00
Spider-Man (6 different) ....75.00 ea.

Tom Palmer
Captain America 250.00
Dr. Doom 300.00
Spider-Man 350.00
Thing 250.00
Thor 250.00

John Buscema
Silver Surfer 15.00

Sal Buscema
Captain America 25.00
Daredevil 30.00
Green Goblin 20.00
Hulk 20.00
Iron Man 20.00
Spider-Man (3 different) ....30.00 ea.
Venom 30.00
Wolverine 25.00

Dan Schaefer
Black Bolt 20.00
Dr. Doom 30.00
Dragon Man 20.00
Human Torch 20.00
Medusa 30.00
Mole Man 15.00
Mr. Fantastic 20.00
Namor's Love 20.00
Silver Surfer 40.00
The Watcher 20.00
Thing 20.00

John Czop
Avengers I 30.00
Avengers II 30.00
Avengers II (in color) 75.00
Avengers III 30.00
Avengers III (in color) 100.00
Captain America I 25.00
Captain America I (pencil variation) 30.00
Captain America II 25.00
Daredevil I 25.00
Daredevil II 25.00
Dr. Strange I (in color) 300.00
Dr. Strange II (in color) 300.00
Fantastic Four 20.00
Fantastic Four (in color) 80.00
Frightful Four 20.00
Frightful Four (in color) 100.00
Hulk I (in color) 200.00
Hulk II (in color) 200.00
Inhumans 25.00
Inhumans (in color) 80.00
Masters of Evil 25.00
Sinister Six 30.00
Spider-Man I 20.00
Spider-Man II 25.00
Warriors Three 20.00
Warriors Three (in color) 80.00
X-Men 35.00
X-Men (in color) 150.00

George Tuska
Black Knight 50.00
Black Panther 40.00
Captain America 35.00
Daredevil 35.00
Dr. Doom 50.00
Hawkeye 50.00
Hercules 90.00
Hulk 50.00
Iron Man 40.00
Luke Cage 35.00
Magneto 60.00
Mandarin 40.00
Spider-Man 40.00
Thing 50.00
Thor 35.00
Wyatt Earp 20.00

Gene Colan
Captain America 40.00
Daredevil 35.00
Doctor Strange 45.00
Dracula 15.00
Howard the Duck 25.00
Iron Man 40.00
Spider-Man 60.00
Sub-Mariner 90.00

Marie Severin
Ancient One 50.00
Angel 80.00
Ant Man 80.00
Batroc 60.00
Beast 150.00
Black Bolt 60.00
Captain America 60.00
Colossus 100.00
Conan 80.00
Cyclops 100.00
Daredevil 80.00
Dr. Octopus 60.00

MARVEL VERSUS DC: WOLVERINE/LOBO (FLEER/SKYBOX)

Tony Stark 50.00
Yellowjacket 50.00

Michael Dutkiewicz
Avengers Issue 58 (2 different) 25.00
Avengers Issues 93-97 (10 different) 30.00
Silver Surfer Issue 1 ....30.00
Silver Surfer Issue 3 (2 different) 30.00
X-Men issues 57-59 (6 different) 30.00

Emir Ribiero
Amazing Fantasy #15 ....30.00
Avengers #1 ....25.00
Avengers #4 ....20.00
Avengers #8 ....25.00
Daredevil #1 ....30.00
Fantastic Four #1 ....25.00
Fantastic Four #4 ....20.00
Fantastic Four #12 ....25.00
Hulk #1 ....25.00
Iron Man #1 ....30.00
Silver Surfer #3 ....20.00
Spider-Man #3 ....20.00
Spider-Man #14 ....40.00
Spider-Man #121 ....30.00
Strange Tales #110 ....25.00
Tales to Astonish #90-#91 ....25.00

Dick Ayers (blue and black ink variations exist)
Baron Strucker 25.00
Boom-Boom 20.00
Capt. Savage 20.00
Dino 20.00
Dr. Doom 25.00
Dum Dum 20.00
Gabe 20.00
Ghost Rider 20.00
Giant Man 25.00
Hulk 20.00
Human Torch 20.00
Human Torch and Toro 20.00
Izzy 20.00
Pinky 20.00
Rawhide Kid 25.00
Reb 20.00
Sgt. Fury 15.00
Dr. Doom 80.00
Dr. Strange 100.00
Electro 60.00
Green Goblin 100.00
Hawkeye 100.00
Human Torch 50.00
Ice Man 100.00
Impossible Man 80.00
Iron Man 80.00
J. Jonah Jameson 80.00
Jean Grey 200.00
Kraven 50.00
Kull 80.00
Lizard 80.00
Lockjaw 60.00
Loki 60.00
Luke Cage 60.00
Magneto 80.00
Medusa 80.00
Mole Man 50.00
Molten Man 60.00
Professor X 80.00
Quicksilver 60.00
Red Skull 80.00
Red Sonja 150.00
Reed Richards 50.00
Rhino 50.00
Rogue 150.00
Sandman 60.00
Scarlet Witch 80.00
Sentinel 80.00
Sgt. Fury 50.00
Shang-Chi 80.00
Skrull 50.00
Spider-Man 80.00
Sub-Mariner 60.00
The Vision 60.00
Thing 50.00
Thor 60.00
Vulture 50.00
Wizard 50.00
Wolverine 80.00

Joe Sinnott
Black Goliath 120.00
Captain America 150.00
Crystal 200.00
Daredevil 150.00
Hulk 120.00
Human Torch 120.00
Reed Richards 80.00
Silver Surfer 120.00
Skrull 100.00
Spider-Man 150.00
Sub-Mariner 120.00
Sue Richards 200.00
The Watcher 100.00
Thing 60.00
Thor 150.00
Vision 120.00

1997 ULTRA SPIDER-MAN SERIES (listed by artist)

Chris Bachalo 120.00
Gene Colan 100.00
Mike Deodato Jr. 80.00
Adam Kubert 80.00
Andy Kubert 80.00
Stan Lee 400.00
Ron Lim 80.00
Bob McLeod 80.00
Tom Palmer 150.00
John Romita Sr. 150.00
Luke Ross 80.00
Bill Sienkiewicz 100.00
Joe Sinnott 150.00
Mike Wieringo 80.00
Mike Zeck 100.00

MARVEL CREATORS SERIES (female sketches and popular characters go for 2 to 3 times regular guide price)

Darren Auck 20.00
Darren Auck (in color) 40.00
Renato Arlin 30.00
Ed Benes 20.00
Tarid Bond Jr. 20.00
Bob Bowen 20.00
Dave Brewer 30.00
Denver Brubaker 30.00
Stan Bunch 25.00
Stan Bunch (in color) 30.00
Anthony Castrillo 25.00
Sean Chen 70.00
Manny Clark 30.00
John Conkling 20.00
Wagner Coutinho 20.00
John Czop 15.00
John Czop (in color) 70.00
Rob Davis 20.00
Mike Deodato Jr. 30.00
Dave DeVries 45.00
Dave DeVries (in color) 130.00
Kerry Dodson 30.00
Will Dras 25.00
Michael Dutkiewicz 20.00
Tim Dzon 30.00
Sandy Flores 25.00
Richard Fraga 20.00
Toby Greenberg 25.00
Daerick Gross 20.00
Fred Haynes 20.00
Tony Hong 20.00
Li Hsiang 20.00
R. Hunter 20.00
Frank Kadar 20.00
Ray Lago 30.00
Ron Lim 40.00
Fabio Laguna 20.00
Al Martineck 50.00
Walt McDaniel 40.00
Beth Mitchell 20.00
Monte Moore 20.00
Mariano Nicieza 10.00
Oclair 25.00
Joe Prado 20.00
Wilson Ramos 20.00
Emir Ribiero ....20..00
Al Rio 25.00
Scott Rosemount 20.00
Luke Ross 35.00
Mark Sasso 20.00
Corey Saver 20.00
D. Scott 45.00
D. Scott (in color) 100.00
Dan Schaefer 30.00
Dan Sharpe 20.00
Dan Sharpe (in color) 30.00
Ethan Slayton 20.00
U. Smith 20.00
Jack Snider 20.00
Suess (in color) 150.00
Mark Texeira 40.00
Mark Texeira (watercolor) 100.00
M. Thompson 20.00
Tom Usiak 20.00
Eddie Wagner 20.00
Ethan Weinberg 20.00
Yancey 20.00

MARVEL UNIVERSE

COMIC IMAGES (1987)

Full Set (90) 50.00
Single Cards 0.50

IMPEL (1990)

Full Set (162) 50.00
5-Card Hologram Set 25.00
Factory Tin Set (4,000 ed.) 125.00
Single Cards 0.25

SERIES TWO (1991)

Full Set (162) 25.00
Factory Tin Set (7,500 ed.) 80.00
5-Card Hologram Set 25.00
Single Cards 0.25

SERIES THREE (1992)

SKYBOX

Full Set (200) 25.00
Factory Tin Set (10,000 ed.) 50.00
5-Card Hologram Set 20.00
Capital City Venom Holo Promo 5.00
Single Cards 0.10

SERIES FOUR (1993)

SKYBOX

Full Set (180) 20.00
9-Card Foil Set 40.00
Single Cards 0.12

1994 SERIES

FLEER

Full Set (200) 25.00
4-Card Hologram Set 35.00
9-Card Power Blaster Set 25.00
10-Card Suspended Animation Set 30.00
Single Cards 0.15

MARVEL (VARIOUS)

MARVEL METAL (1995)

FLEER

Full Set (138) 30.00
18-Card Gold Blasters Set 50.00
18-Card Metal Blasters Set 30.00
Full Silver Flashers Set (137) 125.00
Single Cards 0.25

MARVEL MOTION (1996)

FLEER

Full Set (30) 30.00
4-Card SkyMotion Set 100.00
4-Card Promo Set 100.00
Single Cards 1.00

MARVEL VERSUS DC (1995)

FLEER/SKYBOX

Full Set (100) 12.00
2-Card Mirage Set 80.00
12-Card Holo-FX Set 60.00
18-Card Impact Set 40.00
Single Cards 0.15

MARVEL SUPER HEROES (1966)

DONRUSS

Full Set (66) 250.00
Single Cards 4.00

MARVEL SUPER HEROES (1984)

FTCC

Full Set (60) 25.00
Single Cards 0.50

MARVEL ULTRA ONSLAUGHT (1996)

FLEER

Full Set (100) 20.00
4-Card Hero Set 20.00
7-Card Mission Set 40.00
3-Card Mirage Set 30.00
Autographed Card 50.00
Single Cards 0.25

MARVEL VISION (1996)

FLEER

Full Set (100) 20.00
16-Card Tattoo Set 12.00
Encrystalizer 1.00
Single Cards 0.20

MARVEL: THE SILVER AGE (1998)

FLEER

Full Set (99) 15.00
Alex Ross Tribute Set (9) 30.00
Jack Kirby Tribute Set (9) 30.00
Heroes of the Silver Age Set (9) 45.00
Autographed Set (11) 400.00
Sketchagraphs 30.00
Promo Card 2.00
Single Cards 0.15

MAXX

TOPPS (1993)

Full Set (90) 10.00
4-Card Foil Set 20.00
Autographed Card 50.00
Single Cards 0.10

WILDSTORM (1998)

Full Set (90) 12.00
9-Card Embossed Set 45.00
Single Cards 0.15

MILK AND CHEESE

21ST CENTURY (1995)

Full Set (50) 10.00
6-Card Foil Embossed Set 20.00
Single Cards 0.20

PITT

INTREPID (1996)

Full Set (100) 15.00
Ashcan Set (18) 20.00
6-Card Holoforge Set 30.00
3-Card Siliconite Set 15.00
Mega Motion Card (1) 25.00
Single Cards 0.15

POISON ELVES

COMIC IMAGES (1996)

Full Set (75) 15.00
3-Card Guest Art Set 30.00

6-Card Cover Art Set 45.00
Bonus Card 3.00
Drew Hayes Autographed Card (ltd. 500) 50.00
Single Cards 0.20

POKÉMON

TOPPS

THE FIRST MOVIE (1999)
Full Set (72) 16.00
Foil Set (72) 75.00
Sticker Set (18) 12.00
Single Cards 0.25

POKÉMON (1999)
Full Set (90) 15.00
Foil Set (90) 100.00
Single Cards 0.20

POKÉMON SERIES TWO (2000)
Full Set (72) 15.00
Foil Set (72) 75.00
Sticker Set (10) 10.00
Clear Card Set (5) 15.00
Single Cards 0.25

POKÉMON ACTION FLIPZ
ARTBOX
Full Set (45) 25.00
Sticker Set (24) 5.00
Rare Action Flipz Card (1) 10.00
Special Flipz Card (4) 5.00

POWER CHROME: DC LEGENDS '95

SKYBOX (1995)
Full Set (150) 25.00
3-Card Legacy Set 40.00
6-Card Battlezone Set 40.00
18-Card Hard Hitters Set 25.00
Single Cards 0.25

PRINCE VALIANT

COMIC IMAGES (1995)
Full Set (90) 12.00
Single Cards 0.12

PUNISHER

COMIC IMAGES (1998)
Full Set (50) 15.00
Single Cards 0.25

PUNISHER PAPERS (1990)
Full Set (75) 10.00
Single Cards 0.15

GUTS AND GUNPOWDER (1992)
Full Set (90) 10.00
Single Cards 0.12

RETURN OF THE JEDI

TOPPS (1983)
Full Set (132 Cards/33 Stickers) 40.00
Card Set (132) 30.00
Sticker Set (33) 12.00
Single Cards 0.30
Single Stickers 0.40

SERIES TWO (1983)
Full Set (88 Cards/22 Stickers) 25.00
Card Set (88) 20.00
Sticker Set (22) 10.00
Single Cards 0.25
Single Stickers 0.50

STICKERS (1983)
Full Set (180) 25.00
Single Stickers 0.15

RETURN OF THE JEDI METALLIC

METALLIC IMAGES (1994)
Full Set (20) with Collector Tin 40.00
Single Cards 2.25

RETURN OF THE JEDI WIDEVISION

TOPPS (1996)
Full Set (144) 60.00
6-Card Mini-Poster Set 50.00
Mini-Poster Single 10.00
Finest Chromium Set (10) 100.00
Finest Chromium Single 10.00
3-D Star Wars Card 50.00
Promo 0 ..... 5.00
P1-P5 ..... 5.00
Single Cards 0.50

SAILOR MOON

DART (1997)
Full Set (72) 15.00
6-Card Die-Cut Chase Set 40.00
6-Card Stand-Up Mail Away Set 15.00
2-Card Promo Set 5.00
Single Cards 0.20

SAILOR MOON PRISMATIC (1997)
Full Set (72) 15.00
6-Card Lenticular Set 45.00
6-Card Send-Away Premium Set 18.00
2-Card Prism Promo Set 5.00
Single Cards 0.20

SANDMAN WIDEVISION

SKYBOX (1994)
Full Set (90) 20.00
Endless Gallery Set (7) 80.00
Endless Gallery Singles 12.00
Promo Set (6) 10.00
Promo Singles 2.00
Morpheous Hologram (1) 45.00
Single Cards 0.25

SHI

COMIC IMAGES (1995)
Full Set (90) (All Chromium) 35.00
6-Card Magnachrome Set 40.00
Medallion Card 25.00
Billy Tucci Signed Card 55.00
Single Cards 0.50

SERIES TWO (1996)
Full Set (90) 25.00
Full Refractor Set (90) 100.00
3-Card Shi/Cyblade Set 30.00
6-Card ClearChrome Set 40.00
24-Karat Gold Card 75.00
Billy Tucci Signed Card 55.00
Single Cards 0.25

SILVER SURFER PRISM

COMIC IMAGES (1992)
Full Set (72) 25.00
Single Cards 0.35

SIMPSONS

SKYBOX (1994)
Full Set (90) 15.00
Refractor Set (9) 35.00
Cel Set (6) 40.00
Glow-in-the-Dark Set (4) 30.00
Art de Bart Card (1) 350.00
Single Cards 0.35

SERIES TWO (1994)
Full Set (80) 15.00
Smell-O-Rama Set (10) 27.00
Refractor Set (9) 30.00
Disappearing Ink Set (4) 30.00
Arty Art Set (4) 125.00
Single Cards 0.20

SPAWN

WILDSTORM (1995)
Full Set (152) 22.00
ToddChrome Card 50.00
4-Card Gallery Set 40.00
6-Card Toy Set 35.00
12-Card Painted Set 36.00
Single Cards 0.15

SPAWN THE MOVIE (1997)
INKWORKS
Full Set (81) 18.00
From Comics to Film Foil Set (9) 70.00
Revealed (4 glow-in-the-dark cards) 45.00
The Devil's Own 45.00
Promo 2.00
Legions of Spawn Set (3) 25.00
Single Cards 0.25

SPAWN CHROMIUM (1996)
WILDSTORM
Full Set (99) 25.00
Motion Card Set (9) 50.00
Morph Card (1) 30.00
Single Cards 0.25

SPIDER-MAN

SPIDER-MAN STICKERS (1988)
COMIC IMAGES
Full Set (50) 25.00
Single Cards 0.50

SPIDER-MAN TEAM-UP (1990)
Full Set (45) 15.00
Single Cards 0.35

SPIDER-MAN WEB STICKERS (1991)
Full Set (75) 20.00
Single Cards 0.25

SPIDER-MAN SINISTER SIX KEEPSAKE (1991)
Full Set (6) 20.00

SPIDER-MAN VENOM CARNAGE (1992)
Full Set (6) 20.00

SPIDER-MAN I: McFARLANE ERA (1992)
Full Set (90) 10.00
Prism Set (6) 60.00
Single Cards 0.10

SPIDER-MAN 30th ANNIVERSARY (1992)
Full Set (90) 12.00
Prism Set (6) 45.00
Single Cards 0.12

SPIDER-MAN (1994)
FLEER
Full Set (150) 20.00
4-Card Hologram Set 20.00
12-Card Suspended Animation Set 24.00
Single Cards 0.15

FLEER ULTRA SPIDER-MAN (1995)
FLEER
Full Set (150) 20.00
Gold Foil Signature Singles 2.00
Gold Web Chromium Set (9) 18.00
Chrome Masterpiece Set (9) 18.00
ClearChrome Set (10) 25.00
Holoblast Set (6) 15.00
Single Cards 0.15

SPIDER-MAN PREMIUM (1996)
FLEER
Full Set (100) 25.00
4-Card Holo-Motion Set 40.00
6-Card Canvas Set 12.00
Single Cards 0.25

SPIDER-MAN '99 (1997)
Full Set (50) 10.00
Single Cards 0.20

SPIDER-MAN ULTRA (1997)
Full Set (81) 18.00
Blue Foil Parallel Set (81) 65.00
Sketchagraph Single Cards 45.00
Single Cards 0.25

STAR TREK 25TH ANNIVERSARY

IMPEL(1991)
Full Set (160) 10.00
2-Card Hologram Set 15.00
Single Cards 0.10

SERIES TWO (1996)
Full Set (150) 10.00
2-Card Hologram Set 15.00
Single Cards 0.10

STAR TREK 30TH ANNIVERSARY

SKYBOX (1995)
Full Set (100) 18.00
6-Card Weapons Die-Cut Set 25.00
9-Card Evolution of Technology Set 60.00
9-Card Ship Registry Set 250.00
SkyMotion Card 50.00
Single Cards 0.20

FLEER ULTRA SPIDER-MAN: DEATH OF GWEN STACY (FLEER)

SERIES TWO (1996)
Full Set (100) 15.00
3-Card Die-Cut Set 30.00
9-Card Doppleganger Set 50.00
9-Card Undercover Set 75.00
SkyMotion Card 50.00
Single Cards 0.15

SERIES THREE (1996)
Full Set (100) 15.00
3-Card 3-D Motion Set 25.00
6-Card Game Set 8.00
9-Card Blueprint Poster Set 8.00
9-Card Mural Set 75.00
SkyMotion Redemption Card 50.00
Single Cards 0.15

STAR TREK CINEMA COLLECTION

SKYBOX (1995)
Set I (72) 20.00
Set II (72) 20.00
Set III (72) 20.00
Set IV (72) 20.00
Set V (72) 20.00
Set VI (72) 20.00
Set VII (72) 20.00

STAR TREK: DEEP SPACE 9

SKYBOX (1993)
Full Set (48) 12.00
5-Card Spectra Set 10.00
Single Cards 0.25

SERIES TWO (1994)
Full Set (100) 20.00
4-Card Spectra Set 20.00
10-Card Redemption Set 50.00
Single Cards 0.20

STAR TREK: FIRST CONTACT

SKYBOX (1996)
Full Set (60) 12.00
3-Card Blueprint Poster Set 30.00
6-Card New Enterprise Set 35.00
10-Card Behind the Scenes Set 25.00
10-Card Character Set 40.00
12-Card Techno-Cell Borg Set 50.00
Brent Spiner Signed Card 120.00
Single Cards 0.20

STAR TREK: GENERATIONS

SKYBOX (1994)
Full Set (72) 20.00
3-Card Villains Set 15.00
3-Card Captains Set 25.00
SkyMotion redemption Card 60.00
Single Cards 0.30

STAR TREK: INSURRECTION WIDEVISION

SKYBOX (1998)
Full Set (72) 15.00
9-Card Gold Foil Set 1500.00
19-Card Autographed Set 750.00
9-Card Okudagrams Set 30.00
9-Card relationships Set 40.00
9-Card Wardrobe Set 18.00
Single Cards 0.20

STAR TREK MASTER SERIES

SKYBOX (1993)
Full Set (90) 12.00
Single Cards 0.15

SERIES TWO (1994)
Full Set (100) 18.00
9-Card Triptich Set 50.00
Survey Card 1.00
Single Cards 0.20

STAR TREK: TNG

IMPEL (1996)
Full Set (120) 10.00
Tin Set (110) 40.00
4-Card Hologram Set 25.00
Send-Away Hologram 12.00
Single Cards 0.10

STAR TREK: TNG–BEHIND THE SCENES

SKYBOX (1993)
Full Set (39) 12.00
Single Cards 0.30

STAR TREK TNG–THE EPISODE COLLECTION

SKYBOX (1994)
Full Set (108) 20.00
6-Card Embossed Foil Set 45.00
2-Card Hologram Set 75.00
Single Cards 0.20

SERIES TWO (1995)
Full Set (96) 18.00
6-Card Embossed Foil Set 45.00
2-Card Hologram Set 75.00
Single Cards 0.20

SERIES THREE (1995)
Full Set (108) 18.00
6-Card Embossed Foil Set 40.00
2-Card Hologram Set 75.00
Single Cards 0.20

SERIES FOUR (1996)
Full Set (108) 18.00
6-Card Embossed Foil Set 40.00
2-Card Hologram Set 75.00
Single Cards 0.20

SERIES FIVE (1996)
Full Set (108) 15.00
6-Card Embossed Foil Set 40.00
2-Card Hologram Set 50.00
Single Cards 0.15

SERIES SIX (1996)
Full Set (108) 15.00
6-Card Embossed Foil Set 40.00
2-Card Hologram Set 50.00
2-Card SkyMotion Set 100.00
Single Cards 0.15

STAR TREK: VOYAGER

SKYBOX (1995)
Full Set (98) 20.00
3-Card Expand Set 15.00
9-Card Spectra Set 60.00
Doctor Hologram 50.00
SkyMotion Voyager 50.00
Single Cards 0.25

SERIES TWO (1995)
Full Set w/Tattoo (90) 20.00
6-Card Recipe Set 25.00
9-Card Spectra Foil Set 50.00
SkyMotion Captain Janeway 50.00
Single Cards 0.25

SEASON TWO (1996)
Full Set (100) 15.00
3-Card 24th Century Technology Set 12.00
3-Card Strange New Worlds Set 12.00
3-Card XenoBio Set 12.00
3-Card Holo-Emitter Set 45.00
Single Cards 0.15

STAR WARS

WONDER BREAD (1977)
Full Set (16) 35.00
Single Cards 2.50

TOPPS (1977)
Full Set (66 Cards/11 Stickers, blue) 100.00
Full Set (66 Cards, blue) 75.00
Full Set Stickers (11) 25.00
Single Cards 1.25
Single Stickers 2.50

SERIES TWO (1977)
Full Set (66 Cards/11 Stickers, red) 75.00
Full Set (66 Cards, red) 50.00
Full Set Stickers (11) 25.00
Single Cards 0.75
Single Stickers 2.50

SERIES THREE (1978)
Full Set (66 Cards/11 Stickers, yellow) 65.00
Full Set (66 Cards, yellow) 40.00
Full Set Stickers (11) 25.00
Single Cards 0.60
Single Stickers 2.25

SERIES FOUR (1978)
Full Set (66 Cards/11 Stickers, green) 60.00
Full Set (66 Cards, green) 40.00
Full Set Stickers (11) 25.00
Single Cards 0.50
Single Stickers 2.25
Card #207 (obscene version) 50.00
Card #207 (reprint) 10.00

SERIES FIVE (1978)
Full Set (66 Cards/11 Stickers, orange) 55.00
Full Set (66 Cards, orange) 35.00
Full Set Stickers (11) 20.00
Single Cards 0.50
Single Stickers 2.00
Complete Set (330 cards/55 Stickers) 300.00

STAR WARS

TOPPS/SUGARFREE GUM (1978)
Full Set (56) 70.00
Single Cards 1.25

BURGER KING (1980)
Full Set (36) 25.00
Single Cards 0.75

STAR WARS CHROME ARCHIVES

TOPPS (1999)
Full Set (90) 30.00
Double-Sided Character/Puzzle Set (9) 135.00
Double-Sided Character/Puzzle Singles 15.00
Clear Chromium Set (4) 40.00
Clear Chromium Singles 10.00

Single Cards 0.35

STAR WARS: DARK EMPIRE

METALLIC IMPRESSIONS (1995)
Full Set (6) with Collector Tin 17.00
Single Cards 3.00

STAR WARS: DARK EMPIRE II

METALLIC IMPRESSIONS (1996)
Full Set (6) with Collector Tin 17.00
Single Cards 3.00

STAR WARS EPISODE I: THE PHANTOM MENACE WIDEVISION

TOPPS (1999)
Full Set (80) 18.00
Foil-Stamped Set (4) 75.00
Chromium Insert Set (8) 125.00
Single Cards 0.25

STICKERS (1999)
Full Set (18) 30.00
Single Stickers 2.00

SERIES II (1999)
Full Set (80) 16.00
Single Cards 0.20

STAR WARS FINEST

TOPPS (1996)
Full Set (90) 80.00
Matrix Set (4) 36.00
Matrix Single 10.00
Embossed Foil Set (6) 55.00
Embossed Foil Single 10.00
Refractor Set (90) 1000.00
Refractor Singles 12.00
Promos SWF1-3 .....3.00
Promos SWGM1-4 .....4.00
Single Cards 1.00

STAR WARS GALAXY

TOPPS (1993)
Full Set (140) 22.00
Spectra Foil Set (6) 55.00
Spectra Foil Single 10.00
Millennium Falcon Edition (149) 100.00
Single Cards 0.15

SERIES TWO (1994)
Full Set (135) 22.00
6-Card Foil Set 50.00
Foil Single 10.00
Autographed Card 50.00
Single Cards 0.20

SERIES THREE (1995)
Full Set (90) 20.00
1st Day Issue Set (90) 80.00
Lucas Foil Set (12) 5.00
Lucas Foil Singles 0.50
6-Card Trip-Tych Set 50.00
Trip-Tych Foil Single 10.00
6-Card Clear Zone Chromium Set 50.00
Clear Zone Chromium Single 10.00
1st Day Issue Single 1.00
Single Cards 0.25

STAR WARS: JEDI KNIGHT

METALLIC IMPRESSIONS (1996)
Full Set (6) with Collector Tin 17.00
Single Cards 3.00

STAR WARS MASTERVISION

TOPPS (1995)
Full Set (36) 40.00
Promo (no#) 2.00
Single Cards 1.25

STAR WARS: A NEW HOPE METALLIC

METALLIC IMAGES (1994)
Full Set (20) with Collector Tin 40.00
Single Cards 2.25

STAR WARS SHADOWS OF THE EMPIRE

TOPPS (1996)
Full Set (90) 20.00
Embossed Character Set (4) 35.00
Embossed Character Single 10.00
Gold Foil Character Set (6) 35.00
Gold Foil Character Single 6.00
Jumbo Master Vision Card 20.00
Promos SOTE1-7 .....3.00
Single Cards 0.25

STAR WARS: SHADOWS OF THE EMPIRE

METALLIC IMPRESSIONS (1997)
Full Set (6) with Collector Tin 17.00
Single Cards 3.00

STAR WARS SPECIAL EDITION TRILOGY

MERLIN (1997)
Full Set (125) 30.00
Jumbo Chase Set (3) 45.00
Single Cards 0.25

STAR WARS STICKERS

GENERAL MILLS (1978)
Full Set (16) 55.00
Single Cards 3.00

STAR WARS STICK'R

KELLOGG'S (1984)
Full Set (10) 50.00
Single Card (sticker intact) 5.00
Single Card (without sticker) 2.50

STAR WARS: THE ART OF RALPH McQUARRIE

METALLIC IMPRESSIONS (1997)
Full Set (20) with Collector Tin 45.00
Single Cards 2.50

STAR WARS TRILOGY

TOPPS

COMPLETE STORY (1997)
Full Set (72 Cards) 50.00
Laser Cut Chase Set (6) 50.00
Lasers #1-#6 .....10.00
Promo #0 (Lasercut) 7.50
Promos P1-P3 .....5.00
Promos P4-P6 .....7.50
Promos P7-P8 .....5.00
Single Cards 0.75

SPECIAL EDITION (1997)
Full Set (72 Cards) 30.00
3-D #1 .....20.00
Hologram Chase Set (2) 40.00
Holos #1-#2 .....20.00
Laser Cut Chase Set (6) 50.00
Lasers #1-#6 .....10.00
Promo H1-H4 .....6.00
Promo G1-G5 .....6.00
Single Cards 0.50

STAR WARS 24K GOLD

AUTHENTIC IMAGES (1997)

STAR WARS: A NEW HOPE
Special Edition Ingot 75.00
Jabba the Hutt/Han Solo 70.00
Luke Skywalker 70.00
Darth Vader 100.00
Obi-Wan Kenobi 70.00
Princess Leia 70.00

GALLERY SERIES (1997)
Jabba the Hutt/Han Solo 350.00
Darth Vader/Obi-Wan Kenobi 550.00

EMPIRE STRIKES BACK (1997)
Luke Skywalker 75.00
Emperor 75.00
Boba Fett 100.00
Yoda 75.00
Darth Vader 75.00

EMPIRE STRIKES BACK GALLERY (1997)
Luke Skywalker/Yoda 325.00
Luke Skywalker/Darth Vader 400.00

RETURN OF THE JEDI (1997)
Boba Fett & Luke 75.00
Vader Unmasked 75.00
3 Spirits 75.00
C-3PO/R2-D2 .....75.00
Leia/Jabba 75.00

STAR WARS VEHICLES

TOPPS (1997)
Full Set (72) 20.00
Cut-Away Chase Card Set (4) 45.00
C1-C4 .....12.00
3-D Art Set (2) 40.00
3-D #1 .....20.00
3-D #2 .....20.00
Single Cards 0.30

STAR WARS WIDEVISION

TOPPS (1995)
Full Set (120) 65.00
10-Card Finest Set 140.00
Finest Single 15.00
Single Cards 0.60

STAR WARS WIDEVISION 3-D

TOPPS (1997)
Full Set (63) 100.00
Multi-Motion Card (Death Star) 35.00
Promo #1 (Vader) 7.50
Promo #2 (Luke/Vader) 45.00
Single Cards 2.00

STARNGERS IN PARADISE

COMIC IMAGES (1996)
Full Set (90) 25.00
Single Cards 0.25

SUPERGIRL

TOPPS (1984)
Full Set (44) 5.00
Single Cards 0.10

SUPERMAN

RETURN OF SUPERMAN (1993)

SKYBOX
Full Set (100) 15.00
4-Card Foil Set 20.00
Single Cards 0.15

SUPERMAN THE MOVIE (1978)

TOPPS
Full Set (77) 15.00
Sticker Set (6) 3.00
Foil Sticker Set (6) 4.50
Single Cards 0.25

SERIES TWO (1979)
Full Set (88) 15.00
Sticker Set (6) 3.00
Foil Sticker Set (10) 7.50
Single Cards 0.25

SUPERMAN: DOOMSDAY (1992)

SKYBOX
Full Set (100) 25.00
2-Card Foil "S" Set 40.00
4-Card Spectra Set 75.00
Single Cards 0.25

SUPERMAN HOLO-SERIES (1996)

FLEER/SKYBOX
Full Silver Set (50) 25.00
Full Gold Set (50) 40.00
4-Card Silver Holoaction Set 12.00
4-Card Gold Holoaction Set 20.00
HoloCel Card 25.00
Single Cards (Silver) 0.50
Single Cards (Gold) 0.75

SUPERMAN: MAN OF STEEL PREMIUM EDITION (1994)
Full Premium Set (90) 20.00
4-Card Forged in Steel Set 35.00
Single Cards 0.25

SUPERMAN: MAN OF STEEL COLLECTORS' EDITION (1994)
Full Set (90) 15.00
6-Card Spectra-Etch Set 25.00
Single Cards 0.15

VAMPIRELLA

TOPPS (1995)
Full Set (90) 20.00
Foil Gold Set (90) 90.00
6-Card Gallery Set 30.00
6-Card HoloGlow Set 40.00
Single Cards 0.25

VAMPIRELLA BLOOD LUST

COMIC IMAGES (1997)
Full Set (72) 12.00
Autographed Joe Jusko card (ltd. 500) 40.00
Single Cards 0.20

VAMPIRELLA GALLERY

TOPPS (1995)
Full Set (72) 15.00
Foil Gold Set (72) 60.00
6-Card Femme Fatales Set 40.00
Vampirella Hologram Card 50.00
Single Cards 0.20

VAMPIRELLA MASTERVISIONS

TOPPS (1996)
Full Factory Set (36) 35.00
Single Cards 1.00

WETWORKS

WILDSTORM (1996)
Full Set (107) 25.00
9-Card Bio Cut Set 25.00
9-Card Gold Chrome Set 60.00
Single Cards 0.25

WILDC.A.T.S

TOPPS (1993)
Full Set (100) 18.00
5-Card Prism Set 35.00
Single Cards 0.20

WILDC.A.T.S CHROMIUM (1994)
Full Set (96) 25.00
Single Cards 0.25

WILDSTORM

WILDSTORM (1994)
Full Set (100) 20.00
Holochrome Set (9) 40.00
Autographed Cards 45.00
Single Cards 0.25

1996 SERIES
Full Set (90) 25.00
9-Card Refractor Set 75.00
Single Cards 0.25

WILDSTORM ARCHIVES (1995)
Full Set (99) 30.00
11-Card HoloChrome Set 75.00
Single Cards 0.30

WILDSTORM ARCHIVES SERIES TWO (1996)
Full Set (90) 25.00
9-Card HoloChrome Set 60.00
Single Cards 0.25

WILDSTORM GALLERY (1994)
Full Set (126) 15.00
6-Card Reader's Choice Set 30.00
12-Card Battles Set 36.00
Single Cards 0.15

WILDSTORM SWIMSUIT (1996)
Full Set (99) 25.00
9-Card Ms. Wildstorm Set 60.00
Single Cards 0.25

WILDSTORM LINGERIE (1997)
WildStorm
Full Set (50) 15.00
Single Cards 0.30

WITCHBLADE

TOP COW (1996)
Full Set (90) 50.00
3-Card Signed Thermographic Set 90.00
9-Card Puzzle to Portrait Set 25.00
Witchblade Motion Card 50.00
Single Cards 0.35

WITCHBLADE: THE DARKNESS (1997)
Full Set (90) 20.00
Foil Set (9) 40.00
Autographed Set (3) 125.00
Lenticular Darkness Card 50.00
Single Cards 0.25

WOLVERINE

COMIC IMAGES

WOLVERINE TRIVIA (1989)
Full Set (50) 15.00
Single Cards 0.30

WOLVERINE: UNTAMED (1990)
Full Set (75) 15.00
Single Cards 0.20

WOLVERINE: FROM THEN TILL NOW (1991)
Full Set (45) 10.00
Single Cards 0.20

WOLVERINE: FROM THEN TILL NOW II (1992)
Full Set (90) 10.00
Single Cards 0.10

X-FORCE

COMIC IMAGES (1991)
Full Set (90) 15.00
Autographed Card (1) 55.00
Single Cards 0.10

X-MEN

SKYBOX

SERIES ONE (1992)
Full Set (100) 25.00
5-Card Hologram Set 25.00
Cap. City Gold Magneto Hologram 6.00
Single Cards 0.20
Jim Lee Signed Card w/Stamp 50.00

SERIES TWO (1993)
Full Set (100) 20.00
Full 30th Anniversary Foil Set (9) 35.00
Full Holofoils Set (3) 35.00
Single Cards 0.15
H-X Wolverine 3-D 25.00

X-MEN '97 TIMELINES (1997)
Full Set (81) 10.00
Single Cards 0.12

X-MEN '99 (1997)
Full Set (50) 12.00
Single Cards 0.25

COMIC IMAGES

HISTORY OF THE X-MEN (1987)
Sticker Set (75) 35.00
Single Stickers 0.50

X-MEN COVERS (1990)
Full Set (45) 15.00
Single Cards 0.50

UNCANNY X-MEN COVERS II (1990)
Full Set (45) 15.00
Single Cards 0.50

FLEER ULTRA

X-MEN '94 (1994)
Full Set (150) 25.00
6-Card Fatal Attraction Set (Regular and Jumbo Packs) 30.00
6-Card Greatest Battles Set (Jumbos) 30.00
9-Card Portraits Set (Regular, Anco 11/12-Card Packs) 30.00
Silver X-over(6) 75.00
Single Cards 0.15

X-MEN '95 (1994)
Full Set (150) 30.00
9-Card Hunters and Stalkers Set 18.00
10-Card Sinister Observations Set 50.00
10-Card Suspended Animation Set 40.00
Single Cards 0.15

X-MEN CHROMIUM (1995)
Full Set (100) 45.00
9-Card Lethal Weapons Set 30.00
20-Card Alternate X-Set 25.00
Single Cards 0.25

X-MEN: WOLVERINE (1996)
Full Set (100) 25.00
3-Card Mirage Set 50.00
9-Card HoloFlash Set 25.00
Single Cards 0.25

mu•se•um (myoo-zé-əm) *n.*

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BIG MILESTONES CHECKLIST

THE COMPLETE LIST OF THE COMICS THAT GAVE YOU GOOSEBUMPS

Some moments you always remember. Like your first kiss. Your first car. And when Hank Pym got kicked out of the Avengers.

We at WIZARD recognize the importance of those moments, especially the comic book ones, so we're proud to present the first-ever "Big Milestones" checklist—a comprehensive reference of everything important that ever happened to your favorite comics characters. First appearances, births, deaths, teams coming together and splitting apart—it's all here. So dive in and get ready to dig back into your collection. Enjoy!

By Peter Sanderson and the Wizard Staff

SUPERMAN (VOL. 2) #75—DEATH OF SUPERMAN

AVENGERS

FIRST HANK PYM
- ❑ Tales to Astonish #27

FIRST PYM AS ANT-MAN
- ❑ Tales to Astonish #35

FIRST WASP
- ❑ Tales to Astonish #44

FIRST FORMATION OF TEAM
- ❑ Avengers (vol. 1) #1

FIRST GIANT-MAN (HANK PYM)
- ❑ Tales to Astonish #49

HULK QUITS TEAM
- ❑ Avengers (vol. 1) #2

CAPTAIN AMERICA JOINS TEAM
- ❑ Avengers (vol. 1) #4

FIRST MASTERS OF EVIL
- ❑ Avengers (vol. 1) #6

FIRST WONDER MAN
- ❑ Avengers (vol. 1) #9

FIRST "DEATH" OF WONDER MAN
- ❑ Avengers (vol. 1) #9

DEATH OF BARON ZEMO I
- ❑ Avengers (vol. 1) #15

FIRST ROSTER SHAKE-UP–HAWKEYE, QUICKSILVER, AND SCARLET WITCH JOIN TEAM
- ❑ Avengers (vol. 1) #16

FIRST GOLIATH (HANK PYM)
- ❑ Avengers (vol. 1) #28

FIRST VISION (SILVER AGE, NOT GOLDEN AGE VERSION)
- ❑ Avengers (vol. 1) #57

FIRST YELLOWJACKET (HANK PYM)
- ❑ Avengers (vol. 1) #59

START OF KREE-SKRULL WAR SAGA
- ❑ Avengers (vol. 1) #89

VISION AND SCARLET WITCH GET MARRIED
- ❑ Giant-Size Avengers #4

GOVERNMENT MANDATES 7-MEMBER ROSTER
- ❑ Avengers (vol. 1) #181

YELLOWJACKET EJECTED FROM AVENGERS
- ❑ Avengers (vol. 1) #213

YELLOWJACKET WRONGLY IMPRISONED
- ❑ Avengers (vol. 1) #217

TONY STARK AND WASP HAVE AFFAIR
- ❑ Avengers (vol. 1) #224

HANK PYM ON TRIAL
- ❑ Avengers (vol. 1) #228

HANK PYM EXONERATED
- ❑ Avengers (vol. 1) #230

VISION ATTEMPTS TO TAKE OVER THE WORLD
- ❑ Avengers (vol. 1) #254

FIRST WEST COAST AVENGERS
- ❑ West Coast Avengers (mini-series) #1

QUICKSILVER BETRAYS TEAM
❑ Avengers Annual #15/West Coast Avengers Annual #1

HANK PYM JOINS WEST COAST TEAM AS "DR. PYM"
❑ West Coast Avengers #21

MASTERS OF EVIL DESTROY AVENGERS MANSION
❑ Avengers (vol. 1) #277

AVENGERS DISBAND AFTER NEBULA (TERMINATRIX) FIASCO
❑ Avengers (vol. 1) #297

JARVIS AS ONLY ACTIVE AVENGER
❑ Avengers (vol. 1) #298

FIRST REVIVED ORIGINAL HUMAN TORCH
❑ Avengers West Coast #50

AVENGERS FACTION "KILLS" SUPREME INTELLIGENCE
❑ Avengers (vol. 1) #347

AVENGERS WEST COAST DISBANDED
❑ Avengers West Coast #102

FORCE WORKS FOUNDED
❑ Force Works #1

ULTRON DESTROYS COUNTRY OF SLORENIA
❑ Avengers (vol. 3) #19-#22

BATMAN

FIRST APPEARANCE
❑ Detective Comics #27

DEATH OF PARENTS FIRST SHOWN, FIRST JOE CHILL (UNNAMED)
❑ Detective Comics #33

FIRST ROBIN I (DICK GRAYSON)
❑ Detective Comics #38

FIRST JOKER
❑ Batman #1

FIRST CATWOMAN
❑ Batman #1

FIRST PENGUIN
❑ Detective Comics #58

FIRST ALFRED PENNYWORTH
❑ Batman #16

FIRST TWO-FACE
❑ Detective Comics #66

DEATH OF JOE CHILL
❑ Batman #47

FIRST RIDDLER
❑ Detective Comics #140

FIRST TEEN TITANS
❑ The Brave and the Bold #54

FIRST POISON IVY
❑ Batman #181

FIRST BATGIRL (BARBARA GORDON)
❑ Detective Comics #359

FIRST NEW TEEN TITANS
❑ DC Comics Presents #26

FIRST DICK GRAYSON AS NIGHTWING
❑ Tales of the Teen Titans #44

FIRST JASON TODD (PRE-CRISIS)
❑ Batman #357

FIRST JASON TODD AS ROBIN II (PRE-CRISIS)
❑ Batman #366 (officially becomes Robin in #368)

FIRST JASON TODD (POST-CRISIS)
❑ Batman #408

DEATH OF ROBIN II
❑ Batman #428

CLASSICMOMENTS

CAPTAIN AMERICA (vol.#1) #332
Steve Rogers resigns as Captain America

BARBARA GORDON (BATGIRL) SHOT BY THE JOKER, POSSIBLE ORIGIN OF THE JOKER
❑ Batman: The Killing Joke

FIRST TIM DRAKE (ROBIN III)
❑ Batman #436

FIRST TIM DRAKE IN OLD ROBIN COSTUME
❑ Batman #442

TIM DRAKE OFFICIALLY BECOMES ROBIN, DONS NEW COSTUME
❑ Batman #457

FIRST AZRAEL
❑ Batman: Sword of Azrael #1

FIRST AZRAEL IN BATMAN COSTUME
❑ Batman #489

BATMAN'S BACK BROKEN BY BANE
❑ Batman #497

CURRENT ORIGIN REVEALED
❑ Batman #0 (Sep. 1994)

FIRST DICK GRAYSON AS BATMAN ("PRODIGAL" ARC BEGINS)
❑ Batman #512

FIRST IN-CONTINUITY HARLEY QUINN
❑ Batman: Harley Quinn

FIRST HUNTRESS AS BATGIRL
❑ Batman: Shadow of the Bat #83

FIRST CURRENT BATGIRL, AS CIVILIAN
❑ Batman #567

FIRST CURRENT BATGIRL IN COSTUME
❑ Batman: Legends of the Dark Knight #120

CAPTAIN AMERICA

FIRST GOLDEN AGE APPEARANCE
❑ Captain America Comics #1

CAP REVIVED IN MODERN CONTINUITY
❑ Avengers (vol. 1) #4

BUCKY'S DEATH FIRST REVEALED
❑ Avengers (vol. 1) #4

FIRST RICK JONES AS BUCKY
❑ Captain America (vol. 1) #110

FIRST FALCON
❑ Captain America (vol. 1) #117

FIRST MODERN APPEARANCE OF 1950s CAPTAIN AMERICA
❑ Captain America (vol. 1) #153

CAP DISCOVERS IDENTITY OF SECRET EMPIRE LEADER (IMPLIED TO BE PRESIDENT NIXON)
❑ Captain America (vol. 1) #175

CAP BECOMES NOMAD I
❑ Captain America (vol. 1) #180

APPARENT DEATH OF SHARON CARTER
❑ Captain America (vol. 1) #233

CAP DECLINES TO RUN FOR PRESIDENT
❑ Captain America (vol. 1) #250

CAP DECAPITATES BARON BLOOD
❑ Captain America (vol. 1) #254

CAP'S SHIELD REVEALED DESTROYED IN SECRET WARS
❑ Marvel Super Heroes Secret Wars #12

FIRST JACK MONROE AS NOMAD II
❑ Captain America (vol. 1) #282

NOMAD II BECOMES CAP'S PARTNER
❑ Captain America (vol. 1) #295

RED SKULL APPARENTLY DIES OF OLD AGE
❑ Captain America (vol. 1) #300

STEVE ROGERS RESIGNS AS CAP DUE TO COMMISSION
❑ Captain America (vol. 1) #332

JOHN WALKER SELECTED AS CAPTAIN AMERICA
❑ Captain America (vol. 1) #333

FIRST BATTLESTAR (AS THE NEW BUCKY)
❑ Captain America (vol. 1) #334

STEVE ROGERS BECOMES THE CAPTAIN
❑ Captain America (vol. 1) #336

THE CAPTAIN FIGHTS IRON MAN DURING "ARMOR WARS"
❑ Captain America (vol. 1) #341

STEVE ROGERS RETURNS AS CAPTAIN AMERICA
❑ Captain America (vol. 1) #350

RED SKULL REVEALED ALIVE (IN NEW BODY)
❑ Captain America (vol. 1) #350

FIRST JOHN WALKER AS USAGENT
❑ Captain America (vol. 1) #354

SHARON CARTER REVEALED ALIVE
❑ Captain America (vol. 1) #445

RED SKULL MERGES WITH COSMIC CUBE
❑ Captain America (vol. 1) #448

DAREDEVIL

FIRST APPEARANCE
❑ Daredevil (vol. 1) #1

BULLSEYE KILLS ELEKTRA
❑ Daredevil (vol. 1) #181

BULLSEYE PARALYZED
❑ Daredevil (vol. 1) #181

ELEKTRA REVIVED
❑ Daredevil (vol. 1) #190

BULLSEYE GIVEN ADAMANTIUM-LACED SPINAL CORD
❑ Daredevil (vol. 1) #196-#197, #199

KAREN PAGE INDIRECTLY REVEALS DD'S SECRET ID TO KINGPIN
❑ Daredevil (vol. 1) #227

MATT MURDOCK DISBARRED
❑ Daredevil (vol. 1) #227

DAREDEVIL LEARNS HIS MOTHER IS A NUN
❑ Daredevil (vol. 1) #230

KINGPIN FALLS FROM POWER
❑ Daredevil (vol. 1) #300

DAREDEVIL FAKES MATT MURDOCK'S DEATH TO BECOME "JACK MURDOCK"
❑ Daredevil (vol. 1) #325

BULLSEYE KILLS KAREN PAGE
❑ Daredevil (vol. 2) #5

FANTASTIC FOUR

FIRST APPEARANCE OF MR. FANTASTIC, INVISIBLE GIRL, HUMAN TORCH, THING/TEAM FOUNDING
❑ Fantastic Four (vol. 1) #1

FIRST SKRULLS
❑ Fantastic Four (vol. 1) #2

FIRST FF COSTUMES, FANTASTICAR, BAXTER BUILDING
❑ Fantastic Four (vol. 1) #3

HUMAN TORCH REVIVES SUB-MARINER
❑ Fantastic Four (vol. 1) #4

FIRST DOCTOR DOOM
❑ Fantastic Four (vol. 1) #5

FIRST PUPPET MASTER, THING FIRST MEETS ALICIA MASTERS
❑ Fantastic Four (vol. 1) #8

FIRST MOLECULE MAN
❑ Fantastic Four (vol. 1) #20

FIRST NICK FURY IN POST-WORLD WAR II CONTINUITY
❑ Fantastic Four (vol. 1) #21

FIRST FRIGHTFUL FOUR
❑ Fantastic Four (vol. 1) #36

REED AND SUE MARRY
❑ Fantastic Four Annual #3

FIRST MEDUSA
❑ Fantastic Four (vol. 1) #36

FIRST GORGON
❑ Fantastic Four (vol. 1) #44

FIRST BLACK BOLT, CRYSTAL, KARNAK, TRITON, LOCKJAW
❑ Fantastic Four (vol. 1) #45

FIRST SILVER SURFER, GALACTUS
❑ Fantastic Four (vol. 1) #48

HUMAN TORCH ENTERS COLLEGE
❑ Fantastic Four (vol. 1) #50

FIRST NEGATIVE ZONE
❑ Fantastic Four (vol. 1) #51

FIRST BLACK PANTHER
❑ Fantastic Four (vol. 1) #52

FIRST ADAM WARLOCK (AS "HIM")
❑ Fantastic Four (vol. 1) #67

FRANKLIN RICHARDS BORN
❑ Fantastic Four Annual #6

CRYSTAL FIRST JOINS FF
❑ Fantastic Four (vol. 1) #81

MEDUSA JOINS FF
❑ Fantastic Four (vol. 1) #132

POWER MAN JOINS FF
❑ Fantastic Four (vol. 1) #168

MR. FANTASTIC SAVES GALACTUS
❑ Fantastic Four (vol. 1) #244

MR. FANTASTIC ON INTERGALACTIC TRIAL FOR SAVING GALACTUS
❑ Fantastic Four (vol. 1) #262

THING QUITS FF AFTER SECRET WARS
❑ Marvel Super Heroes Secret Wars #12

SHE-HULK JOINS FF
❑ Fantastic Four (vol. 1) #265

INVISIBLE GIRL HAS MISCARRIAGE
❑ Fantastic Four (vol. 1) #267

BAXTER BUILDING DESTROYED
❑ Fantastic Four (vol. 1) #278

INVISIBLE GIRL CHANGES NAME TO INVISIBLE WOMAN
❑ Fantastic Four (vol. 1) #286

HUMAN TORCH MARRIES "ALICIA" (LYJA THE SKRULL)
❑ Fantastic Four (vol. 1) #300

FIRST NEW FF (SPIDER-MAN, HULK, GHOST RIDER, WOLVERINE)
❑ Fantastic Four (vol. 1) # 347

"ALICIA" IMPOSTOR REVEALED AS SKRULL
❑ Fantastic Four (vol. 1) #357

APPARENT DEATHS OF MR. FANTASTIC AND DR. DOOM
❑ Fantastic Four (vol. 1) # 381

MR. FANTASTIC FOUND ALIVE IN ALTERNATE REALITY
❑ Fantastic Four (vol. 1) # 407

FLASH

FIRST FLASH I (JAY GARRICK)
❑ Flash Comics #1

FIRST FLASH II (BARRY ALLEN)
❑ Showcase #4

KID FLASH (WALLY WEST) GAINS SUPER-SPEED
❑ The Flash (vol. 1) #110

KID FLASH FIRST APPEARS WITH TEEN TITANS
❑ The Brave and the Bold #54

FIRST REVERSE FLASH
❑ The Flash (vol. 1) #139

FLASH II MARRIES IRIS WEST
❑ The Flash (vol. 1) #165

IRIS WEST-ALLEN SEEMINGLY KILLED BY REVERSE-FLASH
❑ The Flash (vol. 1) #276

FLASH II KILLS REVERSE-FLASH
❑ The Flash (vol. 1) #324

FLASH II DIES
❑ Crisis on Infinite Earths #8

WALLY WEST BECOMES FLASH III
❑ Crisis on Infinite Earths #12

FIRST IMPULSE
❑ Flash (vol. 2) #92

FLASH III MARRIES LINDA
❑ Flash (vol. 2) #142

GREEN LANTERN

FIRST GREEN LANTERN I (ALAN SCOTT)
❑ All-American Comics #16

FIRST GREEN LANTERN II (HAL JORDAN)
❑ Showcase #22

FIRST GUY GARDNER (AS CIVILIAN)
❑ Green Lantern (vol. 1) #59

FIRST GL/GREEN ARROW TEAM-UP BY O'NEIL AND ADAMS
❑ Green Lantern (vol. 1) #76

SPEEDY REVEALED AS A JUNKIE
❑ Green Lantern (vol. 1) #85

FIRST JOHN STEWART, FIRST STEWART AS GREEN LANTERN
❑ Green Lantern (vol. 1) #87

FIRST GUY GARDNER AS A GREEN LANTERN
❑ Green Lantern (vol. 1) #116

FIRST KYLE RAYNER, GREEN LANTERN II "RESURRECTS" COAST CITY
❑ Green Lantern (vol. 2) #48

KYLE RAYNER GETS POWER RING, FIRST RAYNER AS GREEN LANTERN III
❑ Green Lantern (vol. 2) #50

HAL JORDAN DIES IN FINAL NIGHT
❑ Final Night #4

HAL JORDAN RETURNS AS SPECTRE
❑ Day of Judgment #5

HULK

FIRST APPEARANCE OF HULK, RICK JONES, BETTY ROSS, GENERAL "THUNDERBOLT" ROSS
❑ The Incredible Hulk (vol. 1, 1962-3) #1

FIRST GRAY HULK
❑ Incredible Hulk (vol. 1, 1962-3) #1

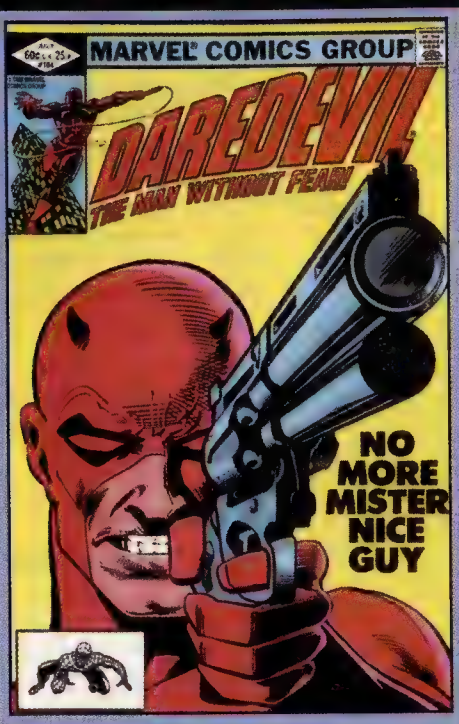
FIRST GREEN HULK
❑ Incredible Hulk (vol. 1, 1962-3) #2

FIRST MAJOR GLENN TALBOT
❑ Tales to Astonish #61

FIRST LEADER
❑ Tales to Astonish #62

FIRST ABOMINATION
❑ Tales to Astonish #90

CLASSICMOMENTS



DAREDEVIL (vol.1) #184
Daredevil shoots Punisher

RICK JONES JOINS WITH ORIGINAL CAPTAIN MARVEL
❑ Captain Marvel (vol. 1) #17

HULK CO-FOUNDS THE DEFENDERS
❑ Marvel Feature (vol. 1) #1

FIRST BETTY ROSS AS THE HARPY
❑ The Incredible Hulk (vol. 2) #168

FIRST U-FOES
❑ The Incredible Hulk (vol. 2) #254

DEATH OF GLENN TALBOT
❑ The Incredible Hulk (vol. 2) #260

BRUCE BANNER REVEALED AS VICTIM OF CHILD ABUSE
❑ The Incredible Hulk (vol. 2) #312

BRUCE PHYSICALLY SEPARATED FROM HULK
❑ The Incredible Hulk (vol. 2) #315

BANNER FORMS NEW HULKBUSTERS
❑ The Incredible Hulk (vol. 2) #317

BANNER MARRIES BETTY ROSS
❑ The Incredible Hulk (vol. 2) #319

HULK FIRST TURNS GRAY AGAIN IN 1980s
❑ The Incredible Hulk (vol. 2) #324

FIRST RICK JONES HULK
❑ The Incredible Hulk (vol. 2) #325

THUNDERBOLT ROSS MERGES WITH ZZAXX
❑ The Incredible Hulk (vol. 2) #326

APPARENT DEATH OF THUNDERBOLT ROSS
❑ The Incredible Hulk (vol. 2) #330

FIRST JOE FIXIT
❑ The Incredible Hulk (vol. 2) #347

DOC SAMSON MERGES THREE HULK PERSONALITIES INTO ONE
❑ The Incredible Hulk (vol. 2) #377

HULK JOINS THE PANTHEON
❑ The Incredible Hulk (vol. 2) #379

RICK JONES MARRIES MARLO
❑ The Incredible Hulk (vol. 2) #418

JIM WILSON DIES OF AIDS
❑ The Incredible Hulk (vol. 2) #420

APPARENT DEATH OF BETTY ROSS BANNER
❑ The Incredible Hulk (vol. 2) #466

RICK JONES JOINS WITH CURRENT CAPTAIN MARVEL
❑ Avengers Forever #12

IRON MAN

FIRST TONY STARK, FIRST IRON MAN (GRAY ARMOR)
❑ Tales of Suspense #39

FIRST GOLD ARMOR
❑ Tales of Suspense #40

FIRST RED AND GOLD ARMOR
❑ Tales of Suspense #48

STARK HAS SURGERY TO REMOVE SHRAPNEL FROM HEART
❑ Iron Man (vol. 1) #19

FIRST JAMES RHODES
❑ Iron Man (vol. 1) #118

IRON MAN KILLS DIPLOMAT UNDER JUSTIN HAMMER'S CONTROL
❑ Iron Man (vol. 1) #124

STARK FIRST BEATS ALCOHOLISM
❑ Iron Man (vol. 1) #128

FIRST MOUTHLESS RED AND GOLD ARMOR (SPACE ARMOR)
❑ Iron Man (vol. 1) #142

JAMES RHODES BECOMES IRON MAN
❑ Iron Man (vol. 1) #169

LOSES STARK INTERNATIONAL TO OBADIAH STANE
❑ Iron Man (vol. 1) #173

STARK STARTS NEW COMPANY–CIRCUIT MAXIMUS
❑ Iron Man (vol. 1) #188

FIRST RED AND SILVER ARMOR, OBADIAH STANE KILLS SELF
❑ Iron Man (vol. 1) #200

FIRST STARK ENTERPRISES
❑ Iron Man (vol. 1) #214

FIRST "ARMOR WARS" BEGINS
❑ Iron Man (vol. 1) #225

FIRST UPDATED RED AND GOLD ARMOR AFTER "ARMOR WARS"
❑ Iron Man (vol. 1) #231

STARK SHOT BY KATHY DARE AND PARALYZED
❑ Iron Man (vol. 1) #243

FIRST WAR MACHINE ARMOR
❑ Iron Man (vol. 1) #282

FIRST STARK SOLUTIONS
❑ Iron Man (vol. 3) #1

JLA

FIRST APPEARANCE
❑ The Brave and the Bold #28

ORIGIN (HISTORICAL, PRE-CRISIS)
❑ Justice League of America #9

FIRST DARKSEID
❑ Superman's Pal, Jimmy Olsen #134

FIRST JLA SATELLITE
❑ Justice League of America #78

JLA SATELLITE DESTROYED
❑ Justice League of America #228-#230

AQUAMAN FORMS 2ND JLA (VIBE, ETC.)
❑ Justice League of America Annual #2

3RD JLA FORMED
❑ Legends #6

3RD JLA BECOMES JUSTICE LEAGUE INTERNATIONAL WITH U.N. CHARTER
❑ Justice League International #7

FIRST JUSTICE LEAGUE EUROPE
❑ Justice League International #24

CURRENT TEAM FORMS/TEAM REFORMS WITH SEVEN MEMBERS
❑ Justice League: A Midsummer's Nightmare #1

FIRST PROMETHEUS
❑ Prometheus #1

FIRST YOUNG JUSTICE
❑ JLA: World Without Grown-Ups #1

PUNISHER

FIRST APPEARANCE
❑ Amazing Spider-Man (vol. 1) #129

ORIGIN FIRST REVEALED
❑ Marvel Preview #2

PUNISHER ON TRIAL
❑ Spectacular Spider-Man #81

SHOT BY DAREDEVIL
❑ Daredevil (vol. 1) #184

FIRST MICROCHIP
❑ Punisher (vol. 1) #4

FIGHTS BATMAN
❑ Batman/Punisher: Lake of Fire

GETS DEMON-KILLING POWERS
❑ Punisher (vol. 3) #1

SPAWN

FIRST APPEARANCE
❑ Spawn #1

FIRST VIOLATOR
❑ Spawn #2

FIRST ANGELA
❑ Spawn #9

SPIDER-MAN

FIRST APPEARANCE OF PETER PARKER/SPIDER-MAN, AUNT MAY, UNCLE BEN, FLASH THOMPSON
❑ Amazing Fantasy #15

UNCLE BEN KILLED
❑ Amazing Fantasy #15

FIRST J. JONAH JAMESON, CHAMELEON
❑ Amazing Spider-Man (vol. 1) #1

FIRST VULTURE
❑ Amazing Spider-Man (vol. 1) #2

FIRST DOCTOR OCTOPUS
❑ Amazing Spider-Man (vol. 1) #3

FIRST BETTY BRANT
❑ Amazing Spider-Man (vol. 1) #4

FIRST LIZARD
❑ Amazing Spider-Man (vol. 1) #6

FIRST GREEN GOBLIN I
❑ Amazing Spider-Man (vol. 1) #14

PETER FIRST GOES TO EMPIRE STATE UNIVERSITY, FIRST GWEN STACY, FIRST HARRY OSBORN
❑ Amazing Spider-Man (vol. 1) #31

FIRST NORMAN OSBORN (IN CIVILIAN IDENTITY)
❑ Amazing Spider-Man (vol. 1) #37

GREEN GOBLIN I UNMASKED
❑ Amazing Spider-Man (vol. 1) #39

FIRST MARY JANE (FULL FACE)
❑ Amazing Spider-Man (vol. 1) #42

FIRST JOE "ROBBIE" ROBERTSON
❑ Amazing Spider-Man (vol. 1) #52

FIRST SIX-ARMED SPIDEY
❑ Amazing Spider-Man (vol. 1) #100

GWEN STACY KILLED BY GREEN GOBLIN
❑ Amazing Spider-Man (vol. 1) #121

GREEN GOBLIN I APPARENTLY KILLED
❑ Amazing Spider-Man (vol. 1) #122

HARRY OSBORN BECOMES GREEN GOBLIN II
❑ Amazing Spider-Man (vol. 1) #136

FIRST SPIDER-MAN CLONE
❑ Amazing Spider-Man (vol. 1) #149

FIRST BLACK COSTUME
❑ Amazing Spider-Man (vol. 1) #252

MARY JANE REVEALS SHE KNOWS SPIDEY'S SECRET ID
❑ Amazing Spider-Man (vol. 1) #257

NED LEEDS REVEALED AS APPARENT HOBGOBLIN AND DIES
❑ Spider-Man vs. Wolverine #1

MARRIAGE OF PETER AND MARY JANE
❑ Amazing Spider-Man Annual #21

PETER AND MARY JANE'S HONEYMOON
❑ Spectacular Spider-Man Annual #7

FIRST VENOM (MOSTLY OFF-PANEL)
❑ Amazing Spider-Man (vol. 1) #298

FIRST VENOM (CAMEO)
❑ Amazing Spider-Man (vol. 1) #299

FIRST VENOM (FULL)
❑ Amazing Spider-Man (vol. 1) #300

HARRY OSBORN DIES
❑ Spectacular Spider-Man #200

AUNT MAY APPARENTLY DIES
❑ Amazing Spider-Man (vol. 1) #400

SPIDER-MAN CLONE RETURNS
❑ Web of Spider-Man #114

SPIDER-CLONE BECOMES SCARLET SPIDER
❑ Spider-Man #52

SPIDER-CLONE BECOMES SPIDER-MAN
❑ The Sensational Spider-Man #0

RODERICK KINGSLEY REVEALED AS HOBGOBLIN
❑ Spider-Man: Hobgoblin Lives #3

NORMAN OSBORN REVEALED ALIVE
❑ Spectacular Spider-Man #249

SPIDER-CLONE KILLED
❑ Spider-Man #75

AUNT MAY REVEALED ALIVE
❑ Spectacular Spider-Man #263

MARY JANE APPARENTLY DIES IN PLANE EXPLOSION
❑ Amazing Spider-Man (vol. 2) #13

SUPERMAN

FIRST APPEARANCE (PRE-CRISIS)
❑ Action Comics #1

FIRST LOIS LANE (PRE-CRISIS)
❑ Action Comics #1

FIRST LEX LUTHOR (PRE-CRISIS)
❑ Action Comics #23

FIRST SUPERBOY (PRE-CRISIS)
❑ More Fun Comics #101

FIRST FORTRESS OF SOLITUDE (PRE-CRISIS)
❑ Superman (vol. 1) #58

FIRST KRYPTONITE (PRE-CRISIS)
❑ Superman (vol. 1) #61
[Note: Kryptonite was first referenced on the Superman radio series.]

FIRST KRYPTO (PRE-CRISIS)
❑ Adventure Comics #210

FIRST CITY OF KANDOR IN A BOTTLE (PRE-CRISIS)
❑ Action Comics #242

FIRST SUPERGIRL (PRE-CRISIS)
❑ Action Comics #252

FIRST BIZARRO (ADULT VERSION, PRE-CRISIS)
❑ Action Comics #254

FIRST PHANTOM ZONE (PRE-CRISIS)
❑ Adventure Comics #283

FIRST APPEARANCE (POST-CRISIS)
❑ The Man of Steel #1

FIRST LOIS LANE (POST-CRISIS)
❑ The Man of Steel #1

FIRST KRYPTONITE (POST-CRISIS)
❑ The Man of Steel #1

FIRST LEX LUTHOR (POST-CRISIS)
❑ The Man of Steel #4

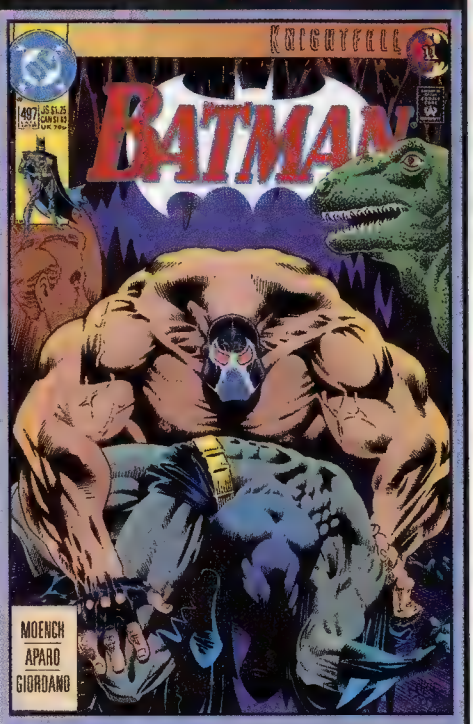
FIRST BIZARRO (POST-CRISIS)
❑ The Man of Steel #5

FIRST SUPERGIRL (POST-CRISIS)
❑ Superman (vol. 2) #16

FIRST FORTRESS OF SOLITUDE (POST-CRISIS)
❑ Adventures of Superman #461

CLARK KENT PROPOSES TO LOIS
❑ Superman (vol. 2) #50

CLASSICMOMENTS



BATMAN #497
Bane breaks Batman's back

SUPERMAN "KILLED" BY DOOMSDAY
❑ Superman (vol. 2) #75

FIRST SUPERBOY (POST-CRISIS)
❑ Adventures of Superman #500

SUPERMAN REVIVED
❑ Superman (vol. 2) #82

SUPERGIRL MERGES WITH LINDA DANVERS
❑ Supergirl (vol. 2) #1

FIRST NEW "ELECTRIC BLUE" SUPERMAN W/NEW COSTUME
❑ Superman (vol. 2) #123

SUPERMAN MARRIES LOIS LANE
❑ Superman: The Wedding Album

SUPERMAN REGAINS ORIGINAL POWERS
❑ Superman Forever

LEX LUTHOR WINS PRESIDENCY
❑ Lex 2000

THOR

FIRST APPEARANCE
❑ Journey into Mystery #83

FIRST LOKI
❑ Journey Into Mystery #85

RAGNAROK AVERTED (WHEN MANGOG PREVENTED FROM DRAWING ODINSWORD)
❑ Thor (vol. 1) #157

RAGNAROK OCCURS, CELESTIALS KILL ASGARDIAN GODS, THOR REVIVES ASGARDIAN GODS
❑ Thor (vol. 1) #300–#301

BETA RAY BILL GAINS POWERS OF THOR
❑ Thor (vol. 1) #337

THOR ADOPTS SIGURD JARLSON SECRET ID
❑ Thor (vol. 1) #341

SURTUR SEEMINGLY "KILLS" ODIN
❑ Thor (vol. 1) #353

THOR BECOMES FROG OF THUNDER
❑ Thor (vol. 1) #365

ERIC MASTERSON MERGES WITH THOR
❑ Thor (vol. 1) #408

THOR SEEMINGLY "KILLS" LOKI
❑ Thor (vol. 1) #432

ERIC MASTERSON BECOMES NEW THOR
❑ Thor (vol. 1) #432

"REAL" DON BLAKE RETURNS
❑ Thor (vol. 1) #475

THOR ASSUMES JAKE OLSON IDENTITY
❑ Thor (vol. 2) #3

WONDER WOMAN

FIRST APPEARANCE (PRE-CRISIS)
❑ All-Star Comics #8

FIRST HIPPOLYTA (PRE-CRISIS)
❑ All-Star Comics #8

FIRST ONGOING TITLE (PRE-CRISIS)
❑ Wonder Woman (vol. 1) #1

FIRST CHEETAH (PRE-CRISIS)
❑ Wonder Woman (vol. 1) #8

FIRST JOINED JSA (PRE-CRISIS)
❑ All-Star Comics #11

STORY OF HER FIRST JOINING JLA (PRE-CRISIS)
❑ Justice League of America #9

FIRST WONDER GIRL I (DONNA TROY), WONDER GIRL I JOINS TEEN TITANS
❑ The Brave and the Bold #60

FIRST "NEW LOOK" WONDER WOMAN–LOSES POWERS AND COSTUME
❑ Wonder Woman (vol. 1) #178

WONDER WOMAN REGAINS POWERS AND COSTUME
❑ Wonder Woman (vol. 1) #204

FIRST LYTA (THE FURY)
❑ Wonder Woman (vol. 1) #300

FIRST APPEARANCE (POST-CRISIS)
❑ Wonder Woman (vol. 2) #1

FIRST HIPPOLYTA (POST-CRISIS)
❑ Wonder Woman (vol. 2) #1

NEW WONDER GIRL ORIGIN
❑ The New Teen Titans #50

WONDER GIRL BECOMES TROIA
❑ The New Titans #55

FIRST ARTEMIS
❑ Wonder Woman (vol. 2) #90

ARTEMIS "DIES," DIANA BECOMES WONDER WOMAN AGAIN
❑ Wonder Woman (vol. 2) #100

FIRST CASSIE SANDSMARK (WONDER GIRL II)
❑ Wonder Woman (vol. 2) #105

FIRST CASSIE AS WONDER GIRL II
❑ Wonder Woman (vol. 2) #111

HIPPOLYTA BECOMES WONDER WOMAN
❑ Wonder Woman (vol. 2) #128

DIANA RETURNS AS WONDER WOMAN
❑ Wonder Woman (vol. 2) #136

X-MEN

FIRST APPEARANCE OF CYCLOPS, JEAN GREY (AS MARVEL GIRL), BEAST, ICEMAN, ANGEL, PROFESSOR X, MAGNETO
❑ X-Men (Uncanny) #1

FIRST BROTHERHOOD OF EVIL MUTANTS
❑ X-Men (Uncanny) #4

FIRST SENTINELS
❑ X-Men (Uncanny) #14

FIRST SHOWN HOW PROFESSOR X WAS CRIPPLED
❑ X-Men (Uncanny) #20

CHANGELING DIES IMPERSONATING PROFESSOR X
❑ X-Men ((Uncanny) #43

FIRST HAVOK
❑ X-Men (Uncanny) #58

BEAST FIRST MUTATES INTO FURRY FORM
❑ Amazing Adventures (vol. 1) #11

ALL-NEW, ALL-DIFFERENT X-MEN TEAM FORMED; FIRST BLACKBIRD
❑ Giant-Size X-Men #1

THUNDERBIRD I DIES
❑ X-Men (Uncanny) #95

FIRST PHOENIX I
❑ X-Men (Uncanny) #101

DEATH OF DARK PHOENIX
❑ Uncanny X-Men #137

DAYS OF FUTURE PAST FIRST REVEALED
❑ Uncanny X-Men #141–#142

FIRST PHOENIX II (RACHEL SUMMERS)
❑ Uncanny X-Men #141

FIRST MYSTIQUE'S BROTHERHOOD OF EVIL MUTANTS
❑ Uncanny X-Men #141

FIRST NEW MUTANTS
❑ Marvel Graphic Novel #4: The New Mutants

PROFESSOR X'S BRAIN PLACED IN CLONED BODY, PROFESSOR X WALKS AGAIN
❑ Uncanny X-Men #167

STORM BECOMES LEADER OF MORLOCKS
❑ Uncanny X-Men #170

STORM LOSES POWERS
❑ Uncanny X-Men #185

LEGION REVEALED AS PROFESSOR X'S SON
❑ The New Mutants #27

FIRST MYSTIQUE'S BROTHERHOOD AS FREEDOM FORCE
❑ Uncanny X-Men #199

STORM BECOMES LEADER OF X-MEN
❑ Uncanny X-Men #201

JEAN GREY REVIVED
❑ Fantastic Four (vol. 1) #286

ORIGINAL X-MEN FORM X-FACTOR
❑ X-Factor #1

MORLOCKS MASSACRED
❑ Uncanny X-Men #210–#213, X-Factor #10

ANGEL LOSES WINGS
❑ X-Factor #11

ANGEL ATTEMPTS SUICIDE
❑ X-Factor #14

ANGEL'S FIRST APPEARANCE AS "DEATH" (ARCHANGEL FORM)
❑ X-Factor #18

X-MEN MOVE TO AUSTRALIA
❑ Uncanny X-Men #229

X-MANSION DESTROYED
❑ Uncanny X-Men #240–#241

STORM APPARENTLY KILLED
❑ Uncanny X-Men #248

PSYLOCKE'S MIND TRANSFERRED INTO ASIAN BODY
❑ Uncanny X-Men #256

CABLE TAKES OVER NEW MUTANTS
❑ The New Mutants #90

CYCLOPS GIVES UP HIS SON TO ASKANI
❑ X-Factor #68

NEW MUTANTS BECOME X-FORCE
❑ X-Force #1

PROFESSOR X CRIPPLED AGAIN
❑ Uncanny X-Men #278–#280

MAGNETO RIPS ADAMANTIUM FROM WOLVERINE
❑ X-Men #25

WOLVERINE DISCOVERS BONE CLAWS
❑ Wolverine #75

RACHEL SUMMERS FIRST APPEARS AS MOTHER ASKANI
❑ The Adventures of Cyclops and Phoenix #1

WHITE QUEEN AND BANSHEE OPEN NEW SCHOOL
❑ Generation X #1

X-TIMELINE BECOMES AGE OF APOCALYPSE
❑ X-Men #41, X-Men Alpha

GRAYDON CREED ASSASSINATED
❑ X-Factor #130

MAGNETO GIVEN POWER OVER GENOSHA
❑ X-Men #87

CYCLOPS SEEMINGLY "DIES"
❑ Uncanny X-Men #378

SHOWS & CONS

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

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FRANK & SON COLLECTIBLE WAREHOUSE, 19649 E. San Jose Ave. Over 150 dealer tables @ $45 each, FREE admission, FREE parking, Wed: 4pm-9:30pm & Sat: 10am-5pm. This show will feature a wide selection of comics, toys, action figures, Beanie Babies, Hot Wheels, non-sports cards, Star Wars, Star Trek, and much more. For info & directions call Frankie @ 909-444-7955 or 909-444-7956. Visit our Website @ www.fs-collectibles.com.

DECEMBER 10, LOS ANGELES

LOS ANGELES COMIC BOOK & SCIENCE FICTION CONVENTION, Shrine Auditorium Expo Center, 700 West 32nd St. $5 admission, 10am-5pm. THE LARGEST AND LONGEST RUNNING MONTHLY CONVENTION ON THE WEST COAST! Special guests featured every month! A dealers room full of golden and silver age and new comic books, toys, action figures, movie memorabilia, Star Wars and Star Trek toys, non-sports and sports trading cards, Beanie Babies, Pokemon Collectibles, Japanese animation merchandise and Hong Kong movie videos. For more information contact Bruce Schwartz, 2319-A West Olive Ave. Burbank, CA 91506 or call 818-954-8432 or check Website at www.comicbookscifi.com.

FLORIDA

FEBRUARY 3-4, 2001, ORLANDO

THE FLORIDA EXTRAVAGANZA (FX 2001), The Orange County Convention Center. 1200+ tables, $9 admission for adults, $5 for children 6-12, children 5 and under FREE, for the serious collector: 3-Day passes available for $50, 10am-6pm (Saturday), 10am-4pm (Sunday). The largest indoor collectible toy show in the country! 120,000 square feet of merchandise ranging from the late 1800s to today! Barbie's, GI Joes, Comics, Pokemon, Beanie Babies and hundreds of thousands of vintage collectibles. Celebrate the 30th anniversary of "WILLY WONKA AND THE CHOCOLATE FACTORY" by meeting the original cast of the 1971 classic movie! For more information call 941-360-6666.

GEORGIA

JANUARY 6 & 19, 2001, JONESBORO

SOUTH ATLANTA TOY & COMIC BOOK SHOW, Holiday Inn, I-75 South of Atlanta, Exit 235. 35 tables @ $45.00 each, $3 admission, $1.00 off with Wizard Ad, 10am-5pm. Guests: Princess Leia, X-Wing Pilot, Stormtroopers and Darth Vader. Several artists, inkers, pencilers, writers and models from the comic community. All are available for photos. Largest toy and comic book collector's convention in South Atlanta. This convention will feature all types of collectible toys including: Star Wars, Star Trek, Transformers, all kinds of Action Figures and Comic Book related toys. 1000's of Comic Books, Golden age to Premium Comics. We will have one of the largest selections of $1.00 comics available anywhere. Toy, Comic Book and CASH giveaways will be held several times throughout the day. Promotions by KEBco Comic and Toy Emporium. You can contact us on the Internet at www.kebcotoys.com and check our Website for all your toy and comic book needs. Contact: Ken Barnette @ 770-471-6970 until 10pm EDT.

ILLINOIS

DECEMBER 10, PEORIA

This will be the last Peoria Comicon of the millennium! At the Signature Inn, 4112 Brandywine Dr., just off of I-74 @ the War Memorial Dr., Exit (#89). Hours will be from 10am-4pm Admission is FREE and if you mention this Wizard ad you will get a FREE comic. Thousands of comics from 50 cents on up, toys and other cool collectibles will be available! For more information, to reserve a dealer table or for dates of future conventions call Alan @ 309-657-1599

DECEMBER 10 & 30, ORLAND PARK

COMICS AND MORE SHOW, Civic Center (one block west of LaGrange Rd. at 147th St.) 6ft tables @ $30 each, 2 tables @ $55, $1 admission, setup: 7:30am-9am, open: 9am-3pm. Comics, toys, non-sport and sports cards, Hot Wheels, Beanie Babies, action figures, memorabilia, die-cast, game cards, Magic tournament (Saturdays), sanctioned Star Wars tournament (Sundays). Contact: John Leary @ 708-423-1758.

JANUARY 28, 2001, GURNEE

GURNEE MILLS COMIC AND COLLECTIBLES SHOW, Holiday Inn Gurnee, 6161 W. Grand Ave. (Across the street from Gurnee Mills). 30 Tables @ $35.00 each, Hours: 10am-3pm, FREE Admission. Comics, Toys, Anime, and Much More. For more information, phone Jim Libasci @ 847-336-9963; Email address: Mortari__2000@yahoo.com. Visit our Website at www.geocities.com/mortari__2000. For more show listings, don't forget the Waukegan Show, 3rd Sunday of every month at Bertrand Bowl on Washington St. Waukegan.

MASSACHUSETTS

DECEMBER 17, SOUTH ATTLEBORO

SOUTH ATTLEBORO NON-SPORT CARD, COMIC, TOY & COLLECTABLE SHOW, Knights of Columbus Hall, 304 Highland Ave. (Rte. 123), take route 95 to exit 3 or 3b, then Rte. 123W for 3 miles. 60 dealer tables @ $55 each, $3 admission, children under 16 FREE w/ adult (call for discount flyer), 10am-3pm. Hourly raffles. For more information contact Harry Martin @ 508-384-8491.

MICHIGAN

DECEMBER 3, LIVONIA

X-TRAVA-CON COMIC BOOK, NON-SPORTS CARD AND TOY SHOW, Knights of Columbus Hall 19801 Farmington Rd. 55 Tables @ $40 each advanced, $45 at show, $2 admission, Children under six FREE, Hours: 10am-4pm, Four Door Prizes. We Feature Comics, Non-Sports Cards, Collectible Toys, Action Figures, Card Games, Beanie Babies, Anime, Pokemon, Plus much more. For More info contact: Motor City Conventions @ 248-426-8059, or visit our Website @ motorcityconventions.com

JANUARY 20, 2001, LIVONIA

X-TRAVA-CON COMIC BOOK, NON-SPORTS CARD AND TOY SHOW, Knights of Columbus Hall, 19801 Farmington Rd. 55 Tables @ $40 each advanced, $45 at show, $2 admission, children under six FREE, Hours: 10am-4pm, Four Door Prizes. We Feature Comics, Non-Sports Cards, Collectible toys, Action Figures, Card Games, Beanie Babies, Anime, Pokemon, Plus much more. For more info contact: Motor City Conventions @ 248-426-8059, or visit our Website @ motorcityconventions.com

MAY 18-20, 2001,
NOVI

THE MOTOR CITY COMIC CON returns to the Novi Expo Center. It's the pop culture event of the year with over 150,000 square feet of fun for the entire family. There will be over 300 comic book professionals including Jerry Beck, Brian Pulido, Steve Lieber, David Quinn, Guy Davis, Vince Locke & Jason Moore. Over 30 publishers including Top Cow, Chaos! Comics, McFarlane Toys, Troma Films, Caliber Comics and Arrow Comics. We will have over a dozen TV and movie stars including DICK DURRULIL TVs Swamp Thing, MARTA KRISTIN Judy from Lost in Space, RICHARD BANNISTER from Phantasm, DIRK BENEDICT from Battlestar Galactica, LOU FERRIGNO TVs Incredible Hulk, JOHN HERTZLER Star Trek's Martuk, ROBERT PICARDO ST. Voyager's doctor, RON PALILLO of Welcome Back Kotter and ADAM WEST TVs Batman. Plus we will have gaming events, Anime festivals, art contest, plus much more all at the Motor City Comic Con. For more information call 248-426-8059 or visit our Website @ www.motorcity-conventions.com.

NEW JERSEY

DECEMBER 10,
JANUARY 14, 2001,
CLIFTON

CLIFTON COMIC BOOK EXPO, Community Recreation Center, 1232 Main Ave.(Rt. 46 to Piaget Ave. to Main. From NYC the bus stops at the door) 30, 6 ft tables @ $45 each, FREE admission! 10am-4pm, Northern NJ's longest running show! Comics from GA to present! No minimum bid auction @ 11:30, Trivia contest at 1:30 for over $100 in comics! Great dealers! Great deals! Past guests have included major writers and artists. Call JP @ 973-783-0608 for updates or e-mail: pugprdctns@aol.com

DECEMBER 17,
WAYNE

WAYNE COMIC BOOK EXPO, Wayne Holiday Inn, Rt.46 Service Road. (Off Rt. 23 South near Willowbrook Mall) 30, 8ft tables @ $60 each, $2 admission (kids under six and second parent FREE!) Easy, FREE parking, 10am-4pm. PUG BUCKS given out throughout the day as door prizes! Comics from GA to present at great prices! The East Coast's best and friendliest dealers without the NYC hassle! Two no minimum bid auctions! For updates call JP @ 973-783-0608 or e-mail: pugprdctns@aol.com

NEW YORK

NOVEMBER 26, DECEMBER 10,
JANUARY 7 & 21, 2001,
BROOKLYN

COMIC BOOK & SPORTS CARD SHOW, Temple Hillel of Flatlands, 2164 Ralph Ave. (Ave. L) Forty 8ft. dealer tables are $45 each, FREE admission, FREE Parking, SUNDAY 9am-4pm. Comic Books, Sports Card, Non Sports, Toys, Action Figures & much more. For Dealer Table Information & directions, call 718-449-2375 or email at cccPROMOTIONS@aol.com

JANUARY 20, 2001
NEW YORK CITY

The BIG APPLE COMIC BOOK, ART & TOY SHOW, NY's greatest comic book convention! St. Paul Church Auditorium, Columbus (9th) Ave. & 60th St., 10am-7pm, $6 Admission. Buying, selling & trading Gold, Silver & Modern age comics, Toys, Action figures, non-sports cards, comic art, movie posters, videos, Anime, TV & movie memorabilia and more. Special guests to be announced. For info call 718-326-2713 or visit our Website: www.bigapplecon.com

JANUARY 28,
BUFFALO

BUFFALO ANNUAL SUPER SUPER BOWL SUNDAY COLLECTORS SPECTACULAR COMIC BOOKS, TOYS, CARDS AND MORE!! Marriott Inn Amherst, 1340 Millersport Highway off I-290. This event features up to 130 tables of great items for collectors. Great dealers, special guests at one of the best early shows of the year. Admission only $2.50 and special door prizes for all who attend including a special grand prize. Information Ted Hanes P.O. Box 745, East Aurora, New York 14052 716-652-9603

JANUARY 28,
NANUET

ROCKLAND & WESTCHESTER COLLECTIBLES SHOW, Comfort Inn on Route 59. Featuring: comic books, trading cards, toys, video games, action figures, and more. DIRECTIONS: INTERSTATE 87/287: to exit 14, turn left. Go apx. 2 miles past route 304. Hotel is on the right. PALISADES PARKWAY: Take to exit 8 west, go to traffic light, make u-turn. GEORGE WASHINGTON BRIDGE: Take Palisades Parkway north. For information or tables, call Michael Brunner (718) 641-5819, or e-mail at BRUNNERATTIC@aol.com.

MAY 5-6,
BUFFALO

NORTH AMERICAN COMIC BOOK CONVENTION 2001!!!!!!! Amherst Pepsi Center Amherst, New York, Maple Rd. at Millersport Highway. A World Class Facility. Free Parking. This will be Western New York's Largest Comic Event in History. Up to 200 dealer tables! Up to 50 Special Guests! Two days of spectacular Comic Fandom. Up to 80 Million people within a reasonable drive of Buffalo. Toronto's great collectors only 90 minutes from this event. BIG advertising campaign. This will be special. Many guests already confirmed. Information: Ted Hanes P.O. Box 745, East Aurora, New York 14052, 716-652-9603

OHIO

JANUARY 7, 2001,
CLEVELAND

CLEVELAND COMIC BOOK & SCI-FI CONVENTION, Knights Party Center (K of C Hall), 29101 Euclid Ave.(1/2 mile east of I-90 & Exit 186), 8ft Dealer tables @ $50 each in advance, 35 tables available, $2 Admission, age 6 & under FREE, Hours: 10am-4pm. Hourly Door Prizes, Action Figures, Books, Non-Sport Cards, 1,000's of Golden, Silver & Modern age Comics, FREE Comic to first 25 customers. For more information call: 330-499-6056 or e-mail Jeffharpro@aol.com

FEBRUARY 4, 2001,
AKRON

AKRON - CANTON COMIC CON, Holiday Inn - Akron South I-77 at Exit 120 (Arlington Rd.), 6ft Dealer tables @ $90 each, $3.50 Admission, age 6 & Under FREE, FREE parking, Hours: 10am-4pm. GUESTS: Keron Grant - upcoming Marvel artist, Legion of Superheroes, Young Justice 80 page Giant; Randy Green - Artist of Witchblade #22-37, Stars Wars, Upcoming The Dolls from Image & Witchblade/Darkness X-Over, More Guests to be announced. Door Prizes, Action Figures, Non-Sport Cards, 1,000's of Golden, Silver & Modern age Comics. For more info call: 330-499-6056 or e-mail Jeffharpo@aol.com.

TEXAS

DECEMBER 3,
HOUSTON

FAT CAT PRODUCTIONS COMIC BOOK AND TOY COLLECTOR SUPER SHOW, Marriott Courtyard, 3131 West Loop South, 610 Loop @ Richmond Ave. $4 admission, (children free w/paid adult) Bring this ad for $1.00 off admission! 10am-4pm. FREE comics for the first 100 customers. Comics, Toys, Anime, Non-sports cards and much more. Special guest: The original new X-men artist Dave Cockrum! For more information or to reserve dealer tables call Rober Quijano @ 281-293-8663 or email fatcat@pdq.net<mailto:fatcat@pdq.net>

misc

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miscellaneous

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THE COMIC BOOK LEGAL DEFENSE FUND

C.B.I.Q.

YOU THINK YOU'RE SO SMART...

COMIC BOOK INTELLIGENCE QUOTIENT

Get out yer score sheets, kiddies—it's time for the WIZARD Year in Review edition of C.B.I.Q.! But we'll be covering the worst that comics had to offer in Y2K. If you've been reading your comics carefully, these questions should be cake for you. If not, you better be boning up on your reading comprehension before you take the S.A.T.s—you don't wanna be a fry cook your entire life, do ya? In that case, we'll rate your score based on the worst tasks that job offers; the better your score, the worse the chore! Play on, playaz!

SCORE	RANK
1-2	Killing fruit flies in the lettuce
3-4	Recycling used straws from the garbage
5-7	Mopping the can after clam night
8	Cleaning the grease traps–with your tongue

ANSWERS

Candy-asses can peek on page 206 if this is too tough...

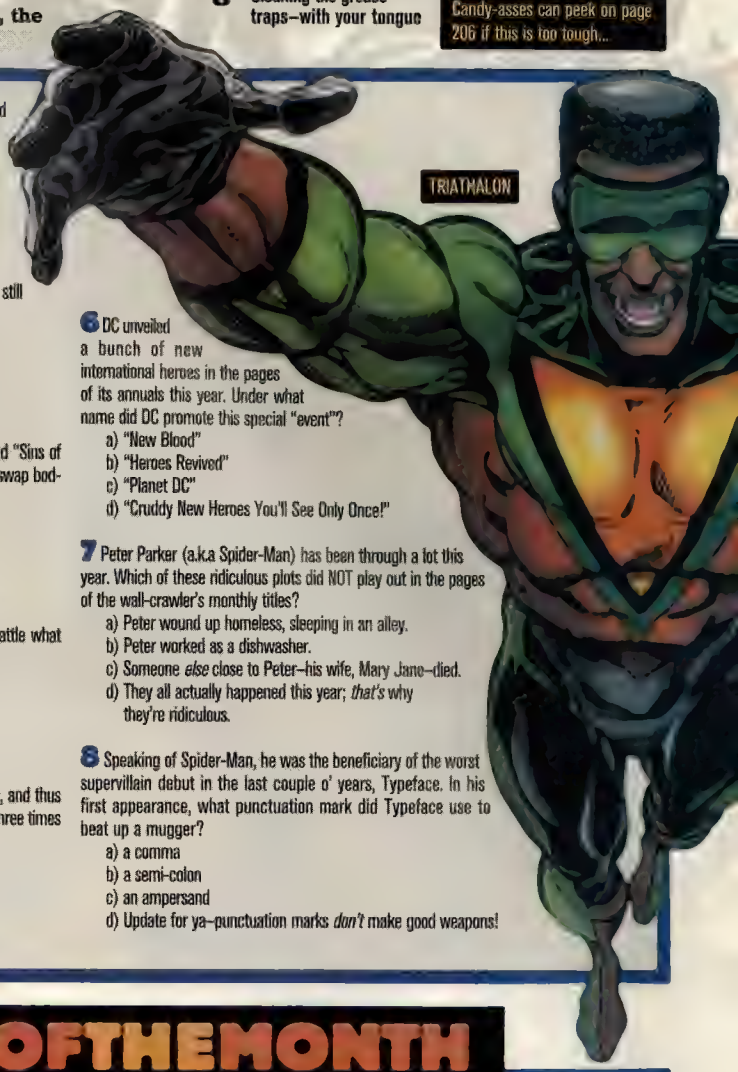
1 Captain America may be the pinnacle of human perfection, but when he performed the following during a fight with the Hate-Monger, it left our jaws slack with surprise:
- a) surviving a fall from the Empire State Building
- b) throwing his shield miles into air to disable a rocket
- c) hacking into the NORAD computer system
- d) chugging a sixer of Yoo-hoo and farting the National Anthem

2 What celestial body turned up missing during an issue of *Action Comics* that still hasn't been found and no astronomer on Earth realizes is missing?
- a) The sun
- b) Wonder Woman's twin planets (if ya get our drift)
- c) The Hubble Telescope
- d) Pluto

3 DC debuted two storylines with the old "body-swapping" gag: "Silver Age" and "Sins of Youth". After reading these two dreadful events, some WIZARD staffers wanted to swap bodies with who?
- a) The writers who came up with this stuff
- b) People who don't read comics
- c) Corpses
- d) Supermodels (they're *so* soft and warm!)

4 Batman became an action figure this year, donning a super-scuba suit to battle what aquatic menace?
- a) Killer Shark
- b) Orca
- c) Black Manta
- d) The drunken (and horny) hordes of Atlantis

5 Meet Triathalon, the new Avenger who thinks he's the token African-American, and thus can be as whiny and annnoying as he wants. Triathanlon's powers help him to be three times as _____ as other humans:
- a) sucky
- b) sucky
- c) sucky
- d) You get the picture by now, don't you?

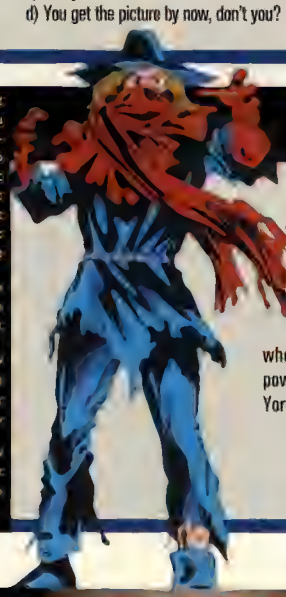


6 DC unveiled a bunch of new international heroes in the pages of its annuals this year. Under what name did DC promote this special "event"?
- a) "New Blood"
- b) "Heroes Revived"
- c) "Planet DC"
- d) "Cruddy New Heroes You'll See Only Once!"

7 Peter Parker (a.k.a Spider-Man) has been through a lot this year. Which of these ridiculous plots did NOT play out in the pages of the wall-crawler's monthly titles?
- a) Peter wound up homeless, sleeping in an alley.
- b) Peter worked as a dishwasher.
- c) Someone *else* close to Peter–his wife, Mary Jane–died.
- d) They all actually happened this year; *that's* why they're ridiculous.

8 Speaking of Spider-Man, he was the beneficiary of the worst supervillain debut in the last couple o' years, Typeface. In his first appearance, what punctuation mark did Typeface use to beat up a mugger?
- a) a comma
- b) a semi-colon
- c) an ampersand
- d) Update for ya–punctuation marks *don't* make good weapons!

ONE LAME-ASS CHARACTER



MORTOFTHEMONTH

GUESS THE NAME AND ORIGIN OF THIS MONTH'S LOSER

A) Michael Wyatt was the CEO of a Fortune 500 company, but lost his wealth in a hostile takeover, an incident that caused him to travel the U.S. striking back at corporate America as **THE VAGRANT!**

B) Freddy Baxter owned and operated a junkyard when he found a mystical suit that granted him spectral powers, which he used to fight crime in the slums of New York City as **RAGMAN!**

C) Swindled out of his fortune by mobsters, Arnold Paffenroth become a mentally-unbalanced derelict who struck at the wealthy by destroying their possessions as **TATTERDEMALION!**

D) Christopher Blair was a poor man killed for his vast knowledge of magic, but his spirit wanders the world, helping people in need as the ghostly avenger known only as **TRAVELER!**

MORTOMETER

Answer on page 206

BULLPEN LOOK BEHIND THE CURTAIN

THE HUNT IS ON!

Get two orthodontal rubber bands, make a gravestone rubbing, then take a picture of yourself inside a car wash. Just a typical day at the WIZARD office? Not quite.

Welcome to Wizard's 3rd Annual Staff Scavenger Hunt. Instead of putting together this great magazine you see before you, we all took a nice autumn Monday off and went a little crazy.

Dividing the staff into teams with names like Hector, Legion of Super-Pets and Team Spam, we sent our participants out to scour around our suburban New York countryside for approximately 50 obscure items (like a hospital gown, an avocado seed and a plastic baggie filled with human hair).

If that wasn't enough, there was a list of 10 mandatory Polaroid pictures including a member of your team IN a car wash (**see picture**).

"It was a great day," exclaimed Copy Editor Andy Serwin. "Well, except for when I had to go into the Hudson River for a stupid photo only to have flesh eating bacteria eat my feet for three days after the hunt ended. I know if I won, I wouldn't be bitter. I heard they scored some serious cash!"

DRIVING FORCE The WIZARD gang battled for hours to prove who was king of the road.

No joke. Just ask winners Designer Mike Bencic, Administrative Assistant Deirdre Brooks and TOYFARE Associate Editor Dan DiGiacomo who landed big $$$, two paid vacation days AND reserved parking with ostentatious personalized signs.

Bencic summed the day up best, "Honestly, our team just went out to have fun...winning or losing didn't matter...but now that we won, everyone else can just kiss my ass."

TOP 10 SURPRISES IN THE NEW 'GRINCH' MOVIE

10 After stealing Christmas, Grinch tries to sell it on eBay.
9 The Grinch has been dead all along.
8 "Whoville" actually a refugee camp for thalidomide babies.
7 $100 million opening weekend leads to next live-action Dr. Seuss flick: Marlon and Shawn Wayans as Thing #1 and Thing #2.
6 Forty-eight percent of all Whos played by Ron Howard's brother, Clint.
5 Following his past love history with co-stars (Lauren Holly, Renee Zellweger), Jim Carrey has off-screen relationship with Jeffrey Tambor.
4 The Who hash–it ain't *food*, baby!
3 Whos join hands around Christmas tree and sing "Bawitdaba" by Kid Rock.
2 Grinch not wearing underwear during police interrogation scene.
1 It sucks.

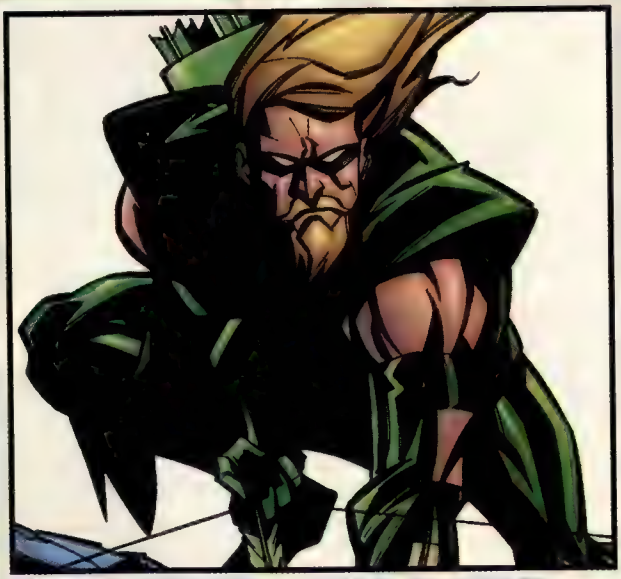
C.B.I.Q. answers...

1. B 3. C 5. D 7. D 9. D
2. D 4. A 6. B 8. C 10. A

MORT: C, Transformation, who made his first appearance in *Marvel Team-Up #93*.

COMING RIGHT UP

A SNEAK PEEK



GREEN ARROW...READ IT HERE!

WIZARD got its hand on the first five pages of Kevin Smith's *Green Arrow* relaunch and you can read it here FIRST! Check it out next month!

NEXT MONTH IN WIZARD #113

2001 MEGA-PREVIEW!

It's WIZARD's 2001 preview issue, where we'll give you the inside scoop on Grant Morrison's X-Men, Straczynski's Spider-Man and all your favorite comics!

SUPERHERO SURVIVOR!

We drop in on superheroes stranded on a deserted island. Some will lose, one will win and a couple could get eaten! Pass the salt, as we present "Survivor" on the superhero circuit!

MEET PAUL JENKINS!

Sit down with Paul Jenkins, the writer behind *The Incredible Hulk*, *Spectacular Spider-Man* and *Sentry*, for a look at what makes him tick.

WIZARD #113

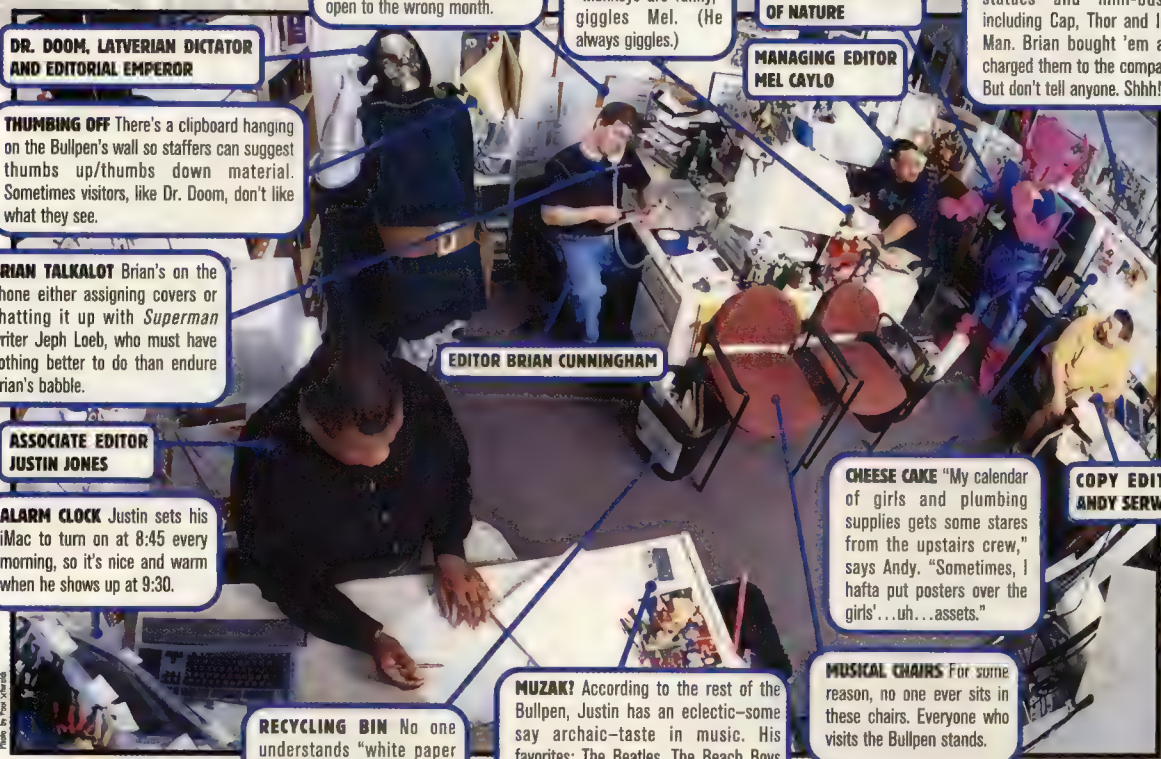
On sale December 20 in comic shops
On sale January 9 everywhere

SOME OF THE DAMNED

The 'Wizard' Bullpen
THE CHUMPS WHO MAKE THIS MAG

WHY WE PAY THEM "We make the magzine," says Wizard Editor-Guy Brian Cunningham. "We're one cohesive editing machine–kinda like the A-Team, only without guns or a cool van...or...uh...chicks. Never mind...we're not at all like the A-Team."

MOST BIZARRE WIZARD MOMENT "It's a toss up," says Managing Editor Mel Caylo. "Once, the bullpen was filled with Dixie cups full of water and once it was filled with balloons. By hook and by crook, we were hemmed in."



BRIAN'S CALENDAR It's always open to the wrong month.

MONKEY BUSINESS "Monkeys are funny," giggles Mel. (He always giggles.)

GALACTUS, WORLD-DEVOURING FORCE OF NATURE

STATUESQUE The Bullpen is surrounded by Bowen Designs statues and mini-busts, including Cap, Thor and Iron Man. Brian bought 'em and charged them to the company. But don't tell anyone. Shhh!

DR. DOOM, LATVERIAN DICTATOR AND EDITORIAL EMPEROR

MANAGING EDITOR MEL CAYLO

THUMBING OFF There's a clipboard hanging on the Bullpen's wall so staffers can suggest thumbs up/thumbs down material. Sometimes visitors, like Dr. Doom, don't like what they see.

BRIAN TALKALOT Brian's on the phone either assigning covers or chatting it up with *Superman* writer Jeph Loeb, who must have nothing better to do than endure Brian's babble.

EDITOR BRIAN CUNNINGHAM

ASSOCIATE EDITOR JUSTIN JONES

ALARM CLOCK Justin sets his iMac to turn on at 8:45 every morning, so it's nice and warm when he shows up at 9:30.

CHEESE CAKE "My calendar of girls and plumbing supplies gets some stares from the upstairs crew," says Andy. "Sometimes, I hafta put posters over the girls'...uh...assets."

COPY EDITOR ANDY SERWIN

MUSICAL CHAIRS For some reason, no one ever sits in these chairs. Everyone who visits the Bullpen stands.

RECYCLING BIN No one understands "white paper only" policy. No one!

MUZAK? According to the rest of the Bullpen, Justin has an eclectic–some say archaic–taste in music. His favorites: The Beatles, The Beach Boys and (shudder) The Monkees.

Photo by Peter Schofield

TAKING A WIZ

OTHER MAGAZINES AVAILABLE FROM THE WACKY WIZARD WAREHOUSE

TOYFARE #42

It's time for our "Best of 2000" roundup, as we recap all the best toys from the past 12 months. Plus, Twisted Mego Theater visits Times Square and check out the Monkeyhouse to read all of ToyFare's holiday resolutions!

On sale December 6 in comic shops
On sale January 19 everywhere

IN POWER #10

"You Are There" visits a real Broadway show and "What's In" presents a look at MTV's "Total Request Live"! All that, plus an eight-page feature on what's hot in the world of anime!

On sale December 13 in comic shops
On sale December 26 everywhere

INQUEST GAMER #46

It's the real end of the millennium, and to celebrate, this is our Millennium Ender Issue! Take a look at the Middle Earth Magic cards, featuring Gandalf and other classic Tolkien characters. Plus, we explore the entire history of Magic, telling you which decks are best!

On sale November 29 in comic shops
On sale December 12 everywhere

THE HOTSEAT

This Month Featuring:

NEIL GAIMAN

WIZARD: You got possibly the most loyal fan base in comics through *Sandman*. Now you're on this *Last Angel* Tour to support the Comic Book Legal Defense Fund. You're the true "rock star" of comics, huh?

GAIMAN: Nah...though, some people say that.

And this is your farewell tour...?

People keep asking how *last* the *Last Angel* Tour is. Maybe I'll turn out like David Bowie and do farewell tours every ten years.

Will there be parasailing on the next one?

No. After last time, people get a little worried when I go up in the air. [*Editor's note: Neil fell 100 feet into the ocean out of a parasail during the CBLDF cruise to Mexico.*]

So, who's showed up at these events to meet you that you would have never expected?

Uh...I heard **Janeane Garofalo** showed up during the *Dream Hunters* tour [which happened earlier this year].

Do any of the people who show up scare you?

No, these aren't the crowds that go to see Jerry Springer. No one's going to throw a chair. No one's going to chant, "JERRY JERRY JERRY."

Come on...some of these people have to freak you out.

You mean besides you?

Hey...I'll start chanting "JERRY!"

[*Laughs.*] No, no, no...people think I have the same fans as the hardcore Clive Barker fans that wear spikes that face inward for maximum pain and who gnaw on small babies. Most of my fans are nice.

If you like your fans, why aren't you doing more comic work?

I like working outside of comics right now. But there are other Sandman stories I'd like to tell—other comic stories. I still want to do a good **Hal Jordan** story.

So, who's you're favorite writer right now?

You mean in comics?

No, in epic poetry!

...?

Yes, comics.

Alan Moore.

Favorite superhero then...

Batman still gets my blood racing. I love the fundamental idea—the platonic ideal. I love him. [*Glances at watch.*]

Okay, you've got to go. Who's your best friend in comics?

Dave McKean [former *Sandman* cover artist and frequent artistic collaborator].

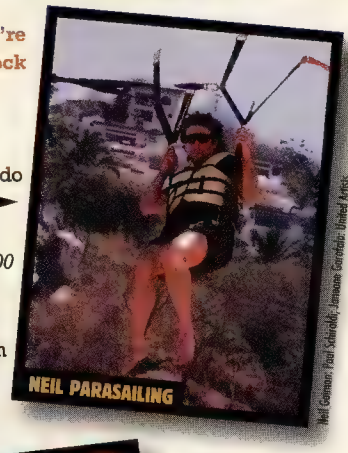
Not me?

Sorry.

Go get your taxi.

[*Laughs*] That I can do.

■ MIKE COTTON



NEIL PARASAILING

Neil Gaiman: Paul Schrady, Janeane Garofalo: United Artists

JANEANE GAROFALO

STRANGE BUT TRUE 2000's unusual happenings

At this year's Wizard World Chicago, drunken buffoon (and WIZARD Staff Writer) Mike Cotton cornered unsuspecting Editor Brian Cunningham at a party and attempted to give him a hickey in full view of a dozen creators. The pair is living unhappily ever after.

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WIZARD 112 the comics magazine

2000 YEAR-END SLAMMA-JAMMA ISSUE

JANUARY 2001